

# New Beginnings



Blackhawk Area Council  
Boy Scouts of America  
Rockford, Illinois

November 3, 1990

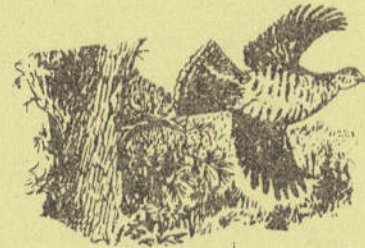


### Blind Trail

Start by tying the end of a roll of twine or string to a tree near the edge of the campground. Then walk into the woods, stringing the twine or string from tree to tree, wrapping it around a tree occasionally to keep it off the ground.

Blindfold the children and tell them to pretend they're blind. They follow the string, stopping whenever the string goes around a tree. At each stop they are to feel the tree and describe the bark. They also are to listen for any sounds and see if they can distinguish any smells.

The purpose of this activity is to give children a feeling for those who are blind, and to sharpen their powers of observation.



### Bird Hike

This could be an addition to the bird identification game. The difference between this and just listing a few birds at a time is that the hike takes place at the crack of dawn. No serious bird watcher would think of missing the chance to spot early morning birds. Remember, it's the early bird that catches the worm, and since they're out early catching worms you'll see more of them.

Dress warmly, mornings often are cool. Bring field glasses, if you have them and your bird identification book.

Hike slowly and quietly, no jerky motions or unnecessary noise. When you see a bird, freeze, and watch it carefully. If you have field glasses, bring them up to your eyes slowly and smoothly. Check the bird's markings against your I.D. book.

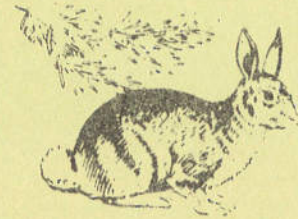
If possible, plan your hike so you are walking west. It's better to spot birds ahead of you with the sun full on them. If you hike east into the sun, they will look like dark silhouettes.

You might try to attract curious birds by holding the back of your hand against your lips and kissing it to make a squeaking sound. Who knows, it might attract a curious chipmunk, too.





## NATURE HIKES



### Hares and Hounds

This old game is lots of fun in camp. One of the grown-ups probably should be the hare. Armed with a couple of sacks of ground meal, the hare heads out on the trail. He or she pokes a small hole in the bottom corner of one of the bags so a small trickle of meal runs out on the ground. When the first sack runs out, the hare pokes a hole in the second bag and continues on.

The "hare" should have a 5-minute start before the "Hounds" (the children) give chase. The object of the game is for the pack of hounds to follow the trail of the hare to its den. The den is the spot the hare reached when the ground meal ran out. The hare can hide any place within 100 feet of the spot where the meal runs out.

Lay the trail with ground meal, or some similar grain that won't mess up the camp. Birds and small animals will eat it within a day after the game.

This game also can be played with the hare using homemade tracking irons fastened to a pair of shoes with straps. These are made by bending 1/2-inch strap iron into the general shape of a deer track, and drilling holes for thongs to fit through to tie over your shoes.

Another device used in the early days of Scouting was called a whifflepoof. It was made by pounding spikes about half-way into all sides of a small log. A screw eye in one end of the log makes it possible to fasten a rope, which is used to drag the whifflepoof on the ground behind the hare. This will leave a track that can be followed.



### Critter Crawl Race

Each person catches a bug, beetle or other insect and puts it in a paper cup.

Mark out a 6-foot diameter circle on the ground. Put all the bugs under an inverted paper plate in the center of the circle. All contestants stand outside the circle. Lift the plate. The first bug to crawl out of the circle is the winner. No flying bugs allowed by jumpers are great.

If it's not for the boys,

it's for the birds.





ROMAN CATHOLIC

Cub Scout-----Parvuli Dei  
Boy Scout-----Ad Altare Dei  
Explorer-----Pope Pius XII  
Adult Boy Scout----St. George and Bronze Pelican  
Daisy-----Family of God  
Brownie-----I Live My Faith  
Junior Girl--Cadette Girl--Senior Girl-----Marian  
Adult Girl Scout---St. Elizabeth Ann Seton and St. Anne

Boy Scout---Local  
Diocesan Scout Chaplain  
Girl Scout-----  
National Federation  
For Catholic Youth  
Ministry  
3900-A  
Harewood Rd. N.E.  
Washington, D.C. 20017  
Attn. Orders Clerk

SALVATION ARMY

Tiger Cub-----God And Me  
Cub Scout-----Silver Crest  
Boy Scout-----God And The Salvation Army  
Explorer-----God And Life  
Adult Boy Scout----Scouter's Award

PRAY

THE ASSOCIATION OF UNITY CHURCHES

Cub Scout--Junior Girl-----God In Me (Unity)  
Boy Scout--Cadette Girl-----Light Of God (Unity)  
Brownie--Junior Girl-----God And Me  
Adult Boy Scout--Adult Girl Scout  
Distinguished Youth Service Award

Association of  
Unity Churches  
P.O. Box 610  
Lee's Summit, Mo 64063

THE UNITED METHODIST CHURCH

Tiger Cub--Cub Scout--Brownie-----God And Me  
Webelos--Junior Girl-----God And Family  
Boy Scout--Girl Scout-----God And Church  
Varsity--Senior Girl-----God And Life  
Adult Boy Scout--Adult Girl Scout  
God And Service

PRAY

UNITARIAN UNIVERSALIST

Cub Scout-----Love And Help  
Boy Scout-Explorer-Junior Girl-Cadette Girl-Senior  
Religion In Life

Unitarian  
Universalist  
25 Beacon St.  
Boston, Ma. 02108  
(617)742-2100

ZOROASTRIAN

Boy Scout--Explorer-----Good Life  
Girl Scout-----Good Life

The Zoroastrian  
Association  
C/O Fred Morris  
117 Madie Ave  
Spotswood, N.J. 08884

LUTHERAN

PRAY

Tiger Cub--Brownie-----God And Me  
Cub Scout--Junior Girl-----God And Family  
Boy Scout--Explorer--Cadette Girl--Senior Girl  
Lutheran Living Faith  
Adult Boy Scout--Adult Girl Scout  
Lamb Award and Triune Cross

MORAVIAN

The Moravian Church  
Drawer Y  
Winston-Salem, N.C.27108

Boy Scout--Explorer-----God And Country

POLISH NATIONAL CATHOLIC

PRAY

Cub Scout-----Love of God  
Boy Scout--Explorer-----God And Country

PRESBYTERIAN CHURCH

PRAY

Tiger Cub--Cub Scout--Brownie----God And Me  
Webelos--Junior Girl----God And Family  
Boy Scout--Girl Scout---God And Church  
Varsity--Senior Girl----God And Life  
Adult Boy Scout--Adult Girl Scout  
God And Service

PROTESTANT

PRAY

Tiger Cub--Brownie-----God And Me  
Cub Scout-----God And Me  
Cub Scout--Junior Girl----God And Family  
Boy Scout--Cadette Girl----God And Church  
Boy Scout--Varsity Scout--Explorer--Senior Girl  
God And Life  
Adult Boy Scout--Adult Girl Scout-----God And Service

QUAKER

Friends Committee on  
Scouting  
85 Willowbrook Rd  
Cromwell, Conn. 06416

Cub Scout-----That of God  
Boy Scout--Varsity Scout--Explorer  
Spirit of Truth  
Adult Boy Scout-----Friends

REORGANIZED CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

Tiger Cub----PRAY

Tiger Cub-----God And Me  
Cub Scout--Brownie--Junior Girl----Light of the World  
Boy Scout--Cadette-----Liahona  
Explorer--Senior Girl-----Life And World  
Adult Boy Scout--Adult Girl Scout  
International Youth Service Award

Christian Education  
Commission  
The Auditorium  
P.O. Box 1059  
Independence, Mo. 64051

EASTERN ORTHODOX

PRAY

Cub Scout--Junior Girl-----Chi Rho  
Boy Scout--Explorer--Cadette Girl--Senior Girl  
Alpha Omega  
Adult Boy Scout--Adult Girl Scout  
Prophet Elias

EASTERN RITE CATHOLIC

Local Council  
Service Center

Cub Scout-----Pavuli Dei  
Boy Scout-----Light of Life  
Explorer-----Pope Pius XII  
Adult Boy Scout-----St. George Roman Catholic  
Daisy-----Family of God  
Brownie-----Live My Faith  
Girl Scout-----Marian  
Adult Girl Scout-----St. Elizabeth

EPSICOPAL

PRAY

Tiger Cub--Brownie-----God And Me  
Cub Scout--Junior Girl-----God And Family  
Boy Scout--Cadette Girl-----God And Church  
Explorer--Senior Girl-----God And Life  
Adult Boy Scout--Adult Girl Scout  
St. George Epsicopal

GENERAL CHURCH OF THE NEW JERUSALEM

Boy Scout-----The Open Word Award

The Boy Scout Relation  
Committee, The General  
Church of The New  
Jerusalem  
P.O. Box 278  
Bryn Athyn, Pa 19009  
(215)947-4660

HINDU

Cub Scout-----Dharma

North American Hindu  
Association  
16133 Amesbury Dr  
Plymouth, Mich. 48170

ISLAMIC

Cub Scout-----Bismillah  
Boy Scout-----In The Name of God  
Explorer-----In The Name of God

Islamic Committee on  
Scouting  
130 East 40th St  
(5th Floor)  
New York, N.Y. 10016

JEWISH

Tiger Cub-----Maccabee  
Cub Scout-----Aleph  
Boy Scout--Explorer-----Ner Tamid  
Adult Boy Scout-----Shofar  
Brownie-----Lehava  
Girl Scout-----Menorah  
Adult Girl Scout-----Ora

Boy Scout-- PRAY  
Girl Scout--  
National Jewish Girl  
Scout Committee of the  
Synagogue Council of  
America  
327 Lexington Ave  
New York, N.Y. 10016  
(212)686-8670



RELIGIOUS EMBLEMS FOR BOY SCOUTS-----GIRL SCOUTS

ARMENIAN

Boy Scout--Explorer-----Ararat

Diocese of the  
Armenian Church of  
America  
630 Second Ave  
New York, N.Y. 10016  
(212)686-0710

BAHA'I

Tiger Cub--Cub Scout--Brownie--Junior  
Unity of Mankind (Silver)  
Boy Scout--Explorer--Cadette--Senior  
Unity of Mankind (Green)

National Teaching  
Committee  
Baha'I National Center  
Willmette, Il. 60091  
(312)869-9039

BAPTIST

Tiger Cub--Brownie-----God And Me  
Cub Scout--Junior Girl-----God And Family  
Boy Scout--Cadetta Girl-----God And Church  
Explorer--Senior Girl-----God And Life  
Adult Girl Scout--Adult Boy Scout  
Good Shepherd

Programs of Religious  
Activities With Youth  
8520 Mackenzie Rd  
St. Louis, MO 63123  
(PRAY)  
(314)638-1017

BUDDHIST

Cub Scout-----Metta  
Boy Scout--Explorer-----Sangha  
Brownie--Junior--Cadette--Senior-----Padma Award

Buddhist Church of  
America  
National Headquarters  
1710 Octavia St  
San Francisco, Ca 94109  
(415)776-5600

CHRISTIAN CHURCH (DISCIPLES OF CHRIST)

Tiger Cub--Cub Scout--Brownie-----God And Me  
Webelos--Junior Girl-----God And Family  
Boy Scout--Girl Scout-----God And Church  
Varsity--Senior Girl-----God And Life  
Adult Boy Scout--Adult Girl Scout  
God And Service

PRAY

CHRISTIAN SCIENTIST

Cub Scout--Boy Scout-----God And Country  
Junior Girl-----God And Country  
Cadette Girl-----God And Church

PRAY

CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS--MORMON

Cub Scout-----Faith In God  
Boy Scout--Explorer-----On My Honor And Duty To God  
Adult Boy Scout-----On My Honor  
Girls Ages 12-14-----Young Woman of Truth  
Girls Ages 14-16-----Young Woman of Promise  
Girls Ages 16-18-----Young Woman of Faith  
Girls Ages 17-18-----Young Woman of Medallion  
Adult Girl Scout-----All The Above Awards

Salt Lake Dist. Ctr.  
Church of Jesus Christ  
of the Latter-Day Saints  
1999 W. 1700 South  
Salt Lake City, Ut 84104  
(801)582-6000

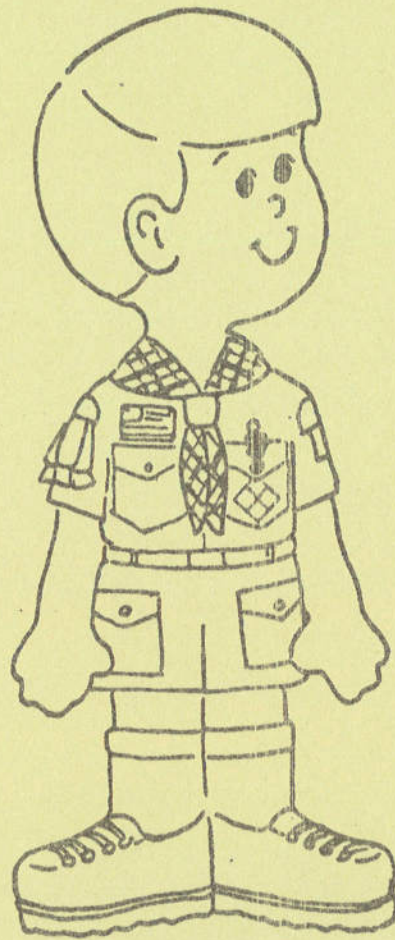
Child guidance is something

that parents should

provide rather than

submit to.

# Religious



# Awards

ANSWERS to Brain Teaser Puzzle found on preceding page:

ROW 1:

- a. eggs over easy
- b. Trafalgar square
- c. twice told tales
- d. round trip ticket
- e. turn over a new leaf
- f. pie in the sky

ROW 2:

- a. the price is right
- b. total loss
- c. swear on a stack of bibles
- d. little league
- e. bridge over troubled water
- f. high school

ROW 3:

- a. negative attitude
- b. **shopping** center
- c. turn of the century
- d. counter clockwise
- e. headless horseman
- f. sitting duck

ROW 4:

- a. set one's teeth on edge
- b. double or nothing
- c. bet one's bottom dollar
- d. mixed metaphor
- e. what goes up, must come down
- f. yield right of way

ROW 5:

- a. not up to par
- b. abridge dictionary
- c. repeating rifle
- d. growing pains
- e. pizza with everything on it
- f. lying down on the job

ROW 6:

- a. trial separation
- b. prosperity is just around the corner
- c. monkey around
- d. unfinished business
- e. writer's cramp
- f. moonlight sonata

ROW 7:

- a. power black-out
- b. between meal snack
- c. flip wilson
- d. bottomless pit
- e. four wheel drive
- f. checkout counter

# Brain Teasers

	a.	b.	c.	d.	e.	f.
1.	EGGS EASY	TRA FAL GAR	TOLD TALES TOLD TALES	T TRIP E K CIT	LEAF MEN	STKY
2.	PRICE	L + 0 SS	SWEAR BIBLES BIBLES BIBLES BIBLES	league	BRIDGE WATERS	SCHOOL
3.	-Attitude	hoppin	100 CENT	ERC T NU	orseman	D UC K
4.	SET ONE'S TEETH	OR OR ○	Bet one's dollar	tmperhao	WHAT MUST	way yield
5.	T O 2 PAR N	dctnry	rifle rifle rifle rifle	PAINS	EVERYTHING PIZZA	L Y I N G JOB
6.	tr ial	PROSPERITY	monkey ○	busines	WRITER'S	moon sonata
7.	power	mesnackal	NOSTIM	pit	wheel wheel DRIVE wheel wheel	✓✓✓ COUNTER

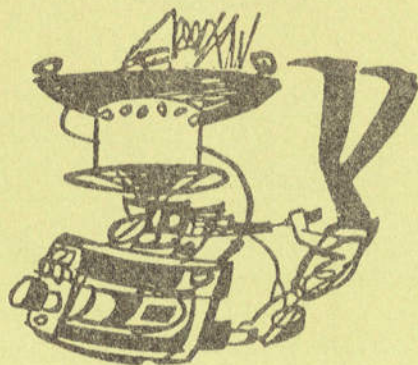
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Answers on next page...

Try to get an autograph for each of the following. You must have a different autograph for each item. Happy scouting!

# ON SCOUTERS

## Zooming In



1. Is or has been a Cubmaster \_\_\_\_\_
2. Is or has been a Webelos den leader \_\_\_\_\_
3. Is or has been a Cub Scout den leader \_\_\_\_\_
4. Is or has been a committee chairman or member of the committee \_\_\_\_\_
5. Has their pack meeting on the same night of the week as yours \_\_\_\_\_
6. Is wearing a Scout neckerchief \_\_\_\_\_
7. Is wearing official Scout socks \_\_\_\_\_
8. Was a Cub Scout as a child \_\_\_\_\_
9. Has a spouse who is also in Scouting \_\_\_\_\_
10. Has been in Scouting for more than two years \_\_\_\_\_
11. Has their Scout membership card in their wallet \_\_\_\_\_
12. Has three or more children active in Scouting \_\_\_\_\_
13. Has been to Camp Lowden or Canyon Camp \_\_\_\_\_
14. Has been to roundtable \_\_\_\_\_
15. Knows what "Webelos" means \_\_\_\_\_
16. Can say the Cub Scout promise \_\_\_\_\_
17. Can recite the Law of the Pack \_\_\_\_\_
18. Knows the name of our council \_\_\_\_\_
19. Knows the name of our district \_\_\_\_\_
20. Knows the name of our district Scout Executive \_\_\_\_\_

## Pass the Cheese, Please

The following are clues for words that have to do with cheese:

1. \_\_\_\_\_ a small house
2. \_\_\_\_\_ what a knife should be
3. \_\_\_\_\_ a Texas steer
4. \_\_\_\_\_ a building block
5. \_\_\_\_\_ sugar's partner in a coffee cup
6. \_\_\_\_\_ famous for watches and banks, mountains and yodeling
7. \_\_\_\_\_ a color

Use this game as a gathering-time activity at a den meeting or a pack meeting.

Use this one or make up your own to go with a season or theme. Be creative!

Remember to schedule time during the meeting to give the correct answers. You may want to give a prize or other special recognition to those who get the most answers right.

Cover the answers before photocopying the game. You may also type it over or print neatly.

### ANSWERS TO "PASS THE CHEESE, PLEASE"

1. cottage, 2. sharp, 3. longhorn, 4. brick, 5. cream, 6. swiss, 7. blue.

## Name the Nut

The following are clues for the names of nuts:

1. chestnut a holder of treasure
2. \_\_\_\_\_ to make full, or a boy's name
3. \_\_\_\_\_ an eye color, or a girl's name
4. \_\_\_\_\_ the side of a building
5. \_\_\_\_\_ a vegetable
6. \_\_\_\_\_ a dairy product
7. \_\_\_\_\_ an instrument of correction
8. \_\_\_\_\_ a letter of the alphabet
9. \_\_\_\_\_ a South American country
10. \_\_\_\_\_ nearest land to the sea
11. \_\_\_\_\_ a beverage
12. \_\_\_\_\_ a nut that isn't a nut, yet you can buy them by the dozen.

Use this game as a gathering-time activity at a den meeting or a pack meeting. Use this one or make up your own game to match a season or theme. Use your imagination!

Allow time during the meeting to give the correct answers to everybody. You may want to give a prize or other special recognition to those with the most correct answers.

Cover the answers before photocopying the game. You may also type it over or print neatly.

### ANSWERS TO "NAME THE NUT"

1. chestnut, 2. filbert, 3. hazel, 4. walnut, 5. acorn or peanut, 6. butternut, 7. hickory, 8. pecan or peanut, 9. brazil, 10. beechnut, 11. coconut, 12. donut.



## The Magic Square

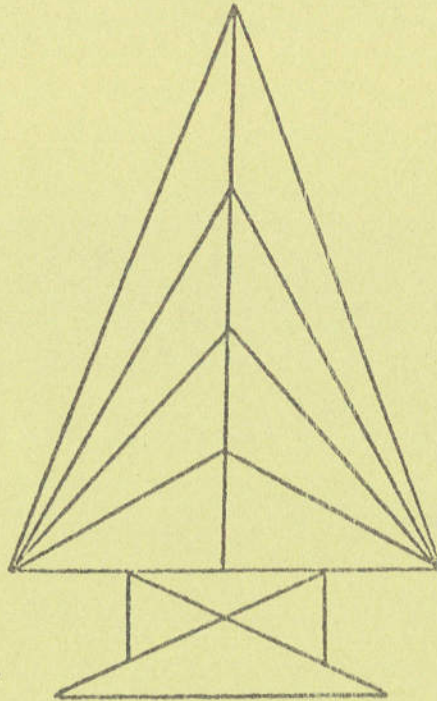
Using only numbers 1-9, fill in spaces so that the total adds up to 15 in every direction--top to bottom, side to side, and diagonally.

To help you start, three numbers are already in the spaces.

	1	
	5	
	9	

## The Triangle Puzzle

Can you find 30 triangles in this Christmas tree?



From 1977-78 "Program Helps".

## T-Square Puzzle

Arrange these shapes into a capital letter T or a square:

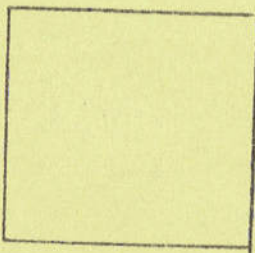
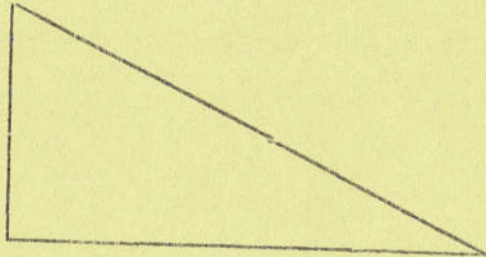
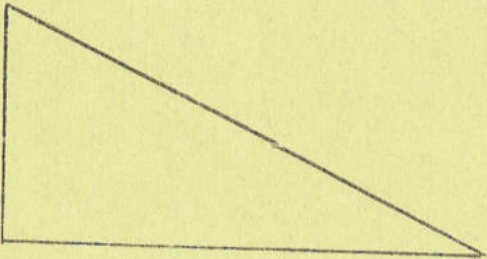
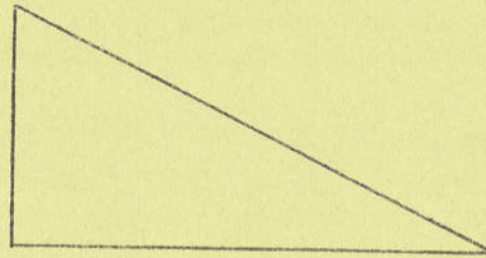
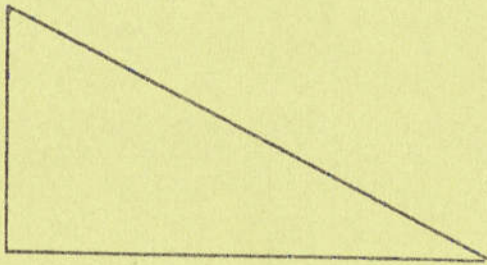


Cut these pattern pieces from cardboard or from thin wood. Tablet backs or poster board is a recommended cardboard. Scraps of panelling or wood up to 1/4 inch thick is recommended.

If the material is the same color/texture on both sides, we recommend that you paint or color one side of each piece before using the puzzle. To make the puzzle more challenging, do not do this.

Use these patterns; enlarge them if you wish.

Cut one of each:



## Ox Yoke Puzzle

This old favorite is very difficult if you don't know the secret but very easy if you do. The puzzle resembles an old-fashioned ox yoke, with a wooden frame and two cord loops hanging from the frame. On each loop is a ring. The object is to move one ring from the right loop to the left loop (so that both rings are on one loop) without untying the ends.

The center hole is the key to the solution. By pulling the center knot loops back through the center hole, then advancing the ring through the knot loops, and finally pulling the center knot loops back to the original side, you will find to your surprise that the ring has managed to pass over to the other loop. The ring can be returned by reversing all the steps.

### MATERIALS:

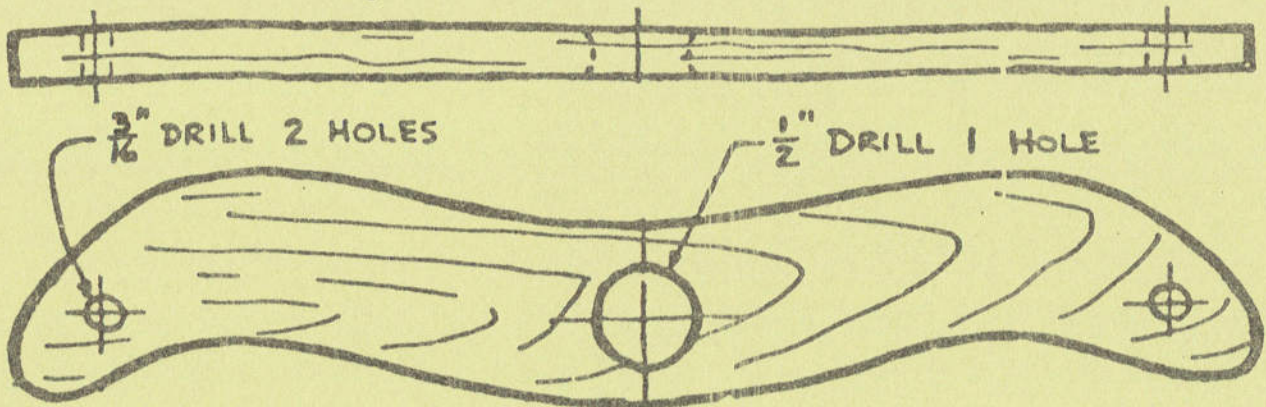
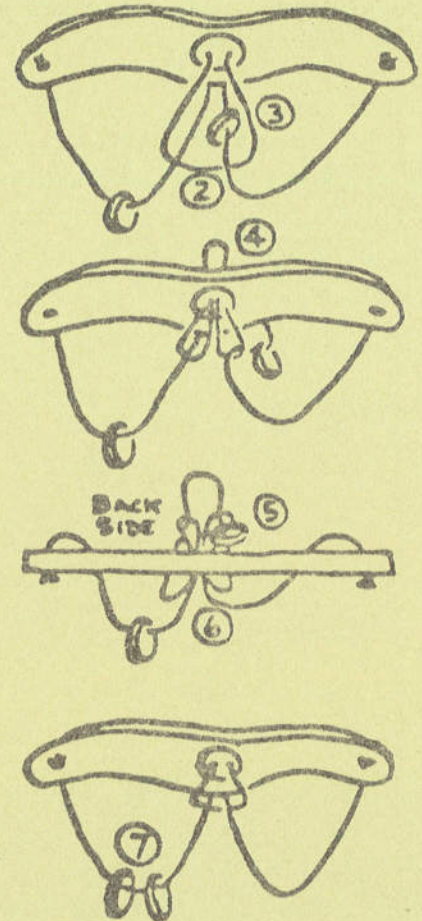
- 1 YOKE, hardwood 1/4" x 1 1/8" x 6 1/4"  
(make larger if you wish).
- 1 HARNESS, cotton cord, 1/8" diameter x 25" long,  
(if you enlarge the pattern, you will need a longer cord).
- 2 RINGS, drapery rings, 1" outside diameter (or larger  
if you wish).

### DIRECTIONS:

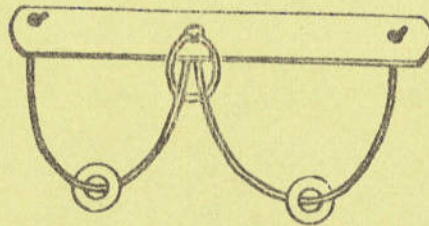
Cut out the wooden yoke, drill the one large hole and the two small holes, and sand smooth. Install the cord (using a larkshead knot) with the two rings as shown in the diagram securing the cord by tying an overhand knot at each end.

### TO WORK PUZZLE:

1. Place yoke so center loop is below, not on top.
2. Pull down center loop a couple of inches.
3. Move right ring up through and back to position shown.
4. Feed entire center loop through center hole and pull all turns through.
5. Feed ring through TWO loops on BACK side of yoke.
6. Pull entire center loop back through center hole.
7. Straighten all loops, and right ring will be on left loop.
8. To return, reverse steps.



## Yoke Puzzle



We recommend that this puzzle be made from a piece of wood that is six inches long or longer. A piece of wood the size of a paint stir stick is highly recommended; although, you may make the puzzle any size you wish.

Instructions for making and solving the Yoke Puzzle are shown in the "Den Chief's Handbook" and the "Cub Scout Leader's How-To Book". Instructions--including diagrams--for solving the puzzle are found on the next page.

A straight stick is sufficient for making this puzzle. You may want to use the curved Ox Yoke Puzzle pattern found on the next page. Enlarge that pattern if you wish.

Use supervision and caution when letting the boys cut the wood and drill the holes; you may want to have this done by an adult ahead of time. The boys could finish the wood by sanding and painting. Each person should put their name or initials on the puzzle.

## Jump Two Puzzle



The Jump Two Puzzle is found in the "Den Chief's Handbook". The puzzle can be played with any stackable items such as ten coins, walnut shell halves, lids from containers, etc.

Making the puzzle from wood could serve as a beginner's wood working project--boys could learn how to use a hand saw and a hammer. The saw cut does not have to be perfectly straight and the nails do not have to be perfectly straight in order for the puzzle to be worked. Encourage the boys to "do their best".

Directions: Drive 10 nails into a strip of wood at one-inch (or more) intervals. Number each nail then place a washer over each nail. Stretch a rubber band along the tops of the washers to keep them from being lost when the puzzle is not being used.

Puzzle: Jump one washer over two others to form five piles of two washers each. Do this in five moves.

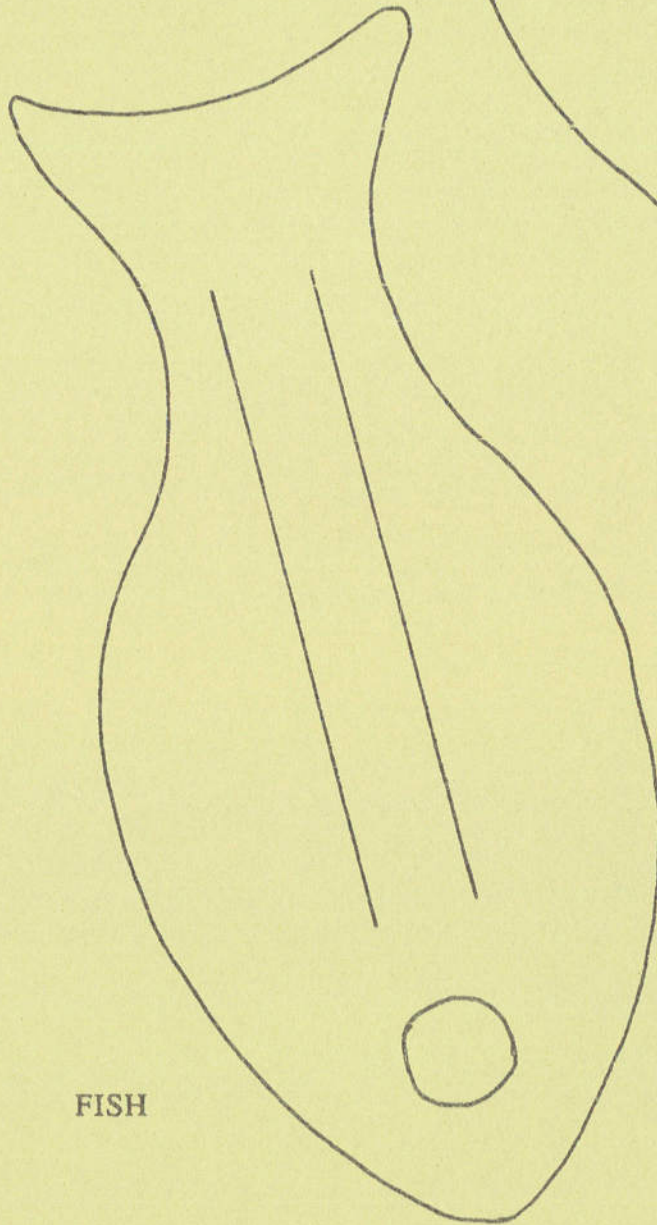
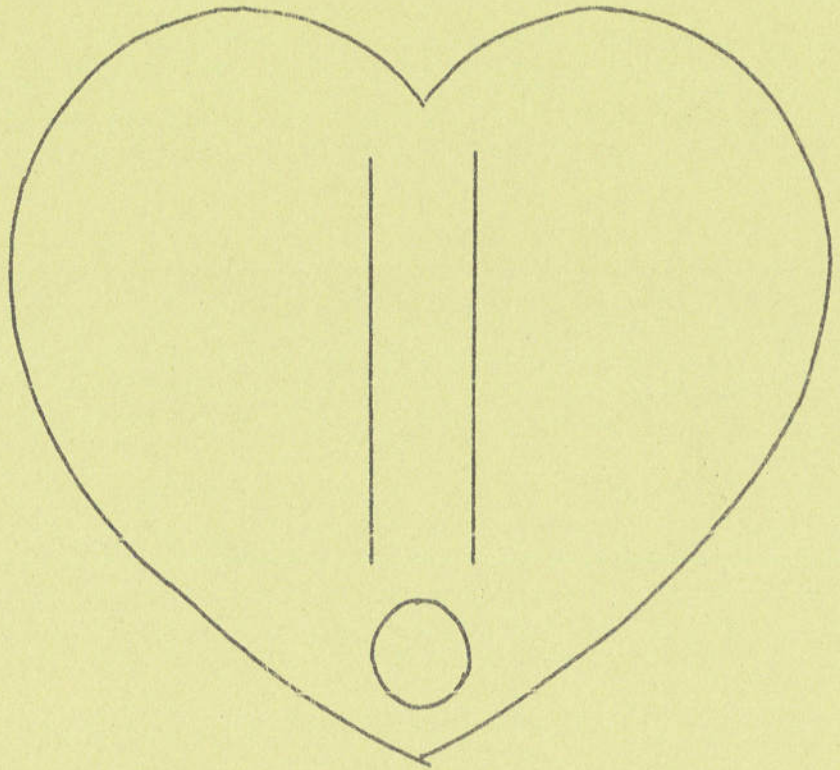
To solve: Move the washers as follows: 5 to 2, 7 to 10, 3 to 8, 1 to 4, and 9 to 6.

HELPFUL HINT: Write the solution to the puzzle on the bottom for future reference.

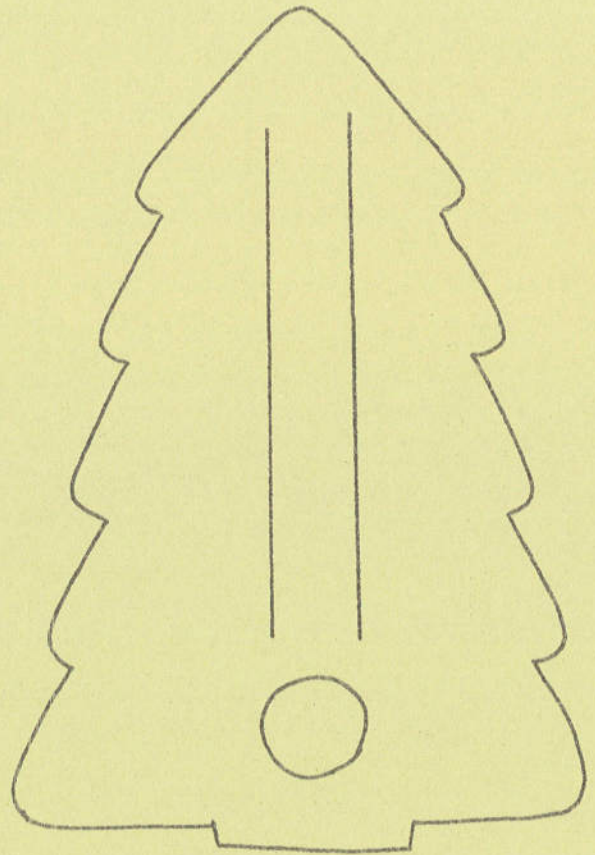
## HEART - VALENTINE'S DAY

Patterns for the  
Button and Strap Puzzle:

A CIRCLE could represent a snowball, basketball, balloon, or even a planet. Make the circle about 4 inches in diameter.



FISH



CHRISTMAS TREE

## Button and Strap Puzzle

The Button and Strap Puzzle shown in B.S.A. books is rectangle shaped. We suggest that this puzzle may be made in any shape to fit a monthly theme, season, holiday, or other occasion.

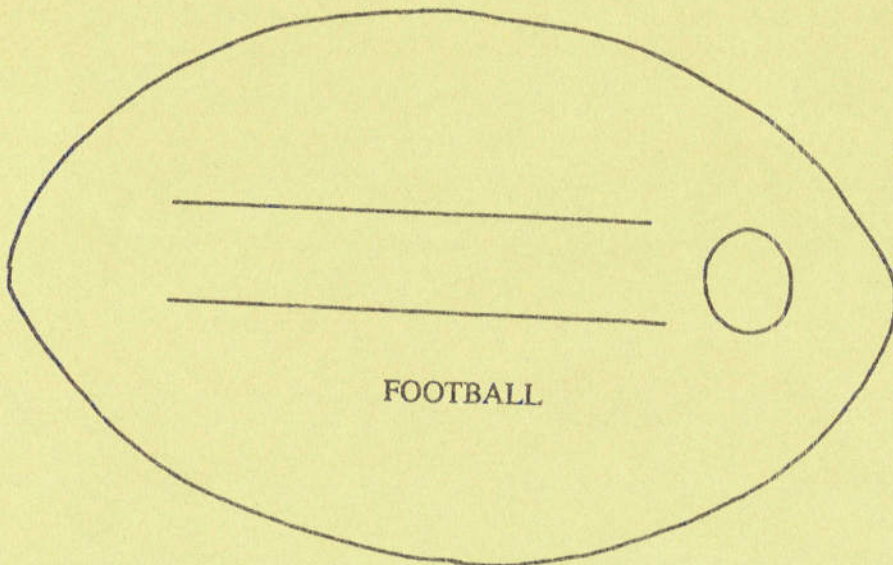
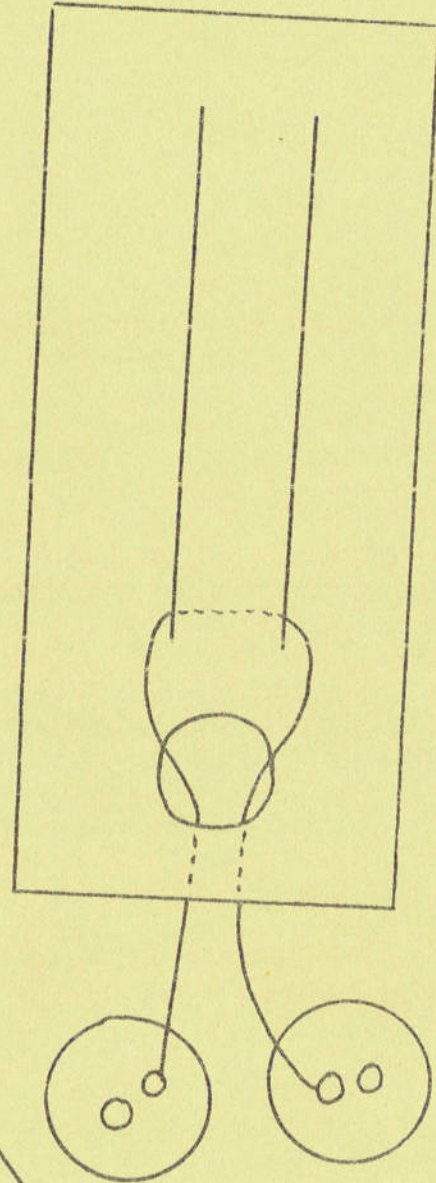
Use the patterns found on this page and the next, or use your own ideas.

Directions: Make two parallel cuts in the center of a strip of firm, pliable leather, as shown. Fabric-backed vinyl or a sturdy, non-fraying fabric may also be used.

Just below the two parallel cuts, cut a hole the same width. Pass a heavy string under the slit and through the hole, as shown. Fasten buttons or washers to the loose ends of the string. The buttons or washers do not have to be matched sets.

Puzzle: Remove string and buttons from the leather piece. Do not untie the string. Do not force the buttons through the hole even though they might fit. Do not cut anything.

Solution: Bend the leather and draw the narrow strip through the hole. Slip buttons and string off. Put back on the same way.



# Puzzles

## Introduction

The Boy Scouts of America has many good resources for puzzles. Some of them are: the "Cub Scout Leader How-To Book", the "Den Chief Handbook", and the "Cub Scout Magic Book".

Some of the puzzles in this chapter are already in B. S. A. books; however, we want to give you some ideas on how they can be changed or made differently.

Making a puzzle is a craft. As always, choose craft projects to match the ages and abilities of the boys you work with. Of course, not all puzzles are crafts.

Solving the puzzle may be challenging for the boys and the adults around them. Leaders should know how to solve a puzzle before teaching it to the boys.

There are many reasons for making and using puzzles in the Cub Scout program. A cubmaster or other adult may make puzzles for use as a gathering time activity for family members at a pack meeting.

A den leader may make puzzles to keep in the game chest or to give as gifts. A den leader may have the boys make puzzles to take home for the family to solve.

Parents may help boys make and learn puzzles at home. Learning puzzles could help with an elective in the "Big BEAR Cub Scout Book".

Whatever your reasons are for making puzzles, we hope that you have fun!

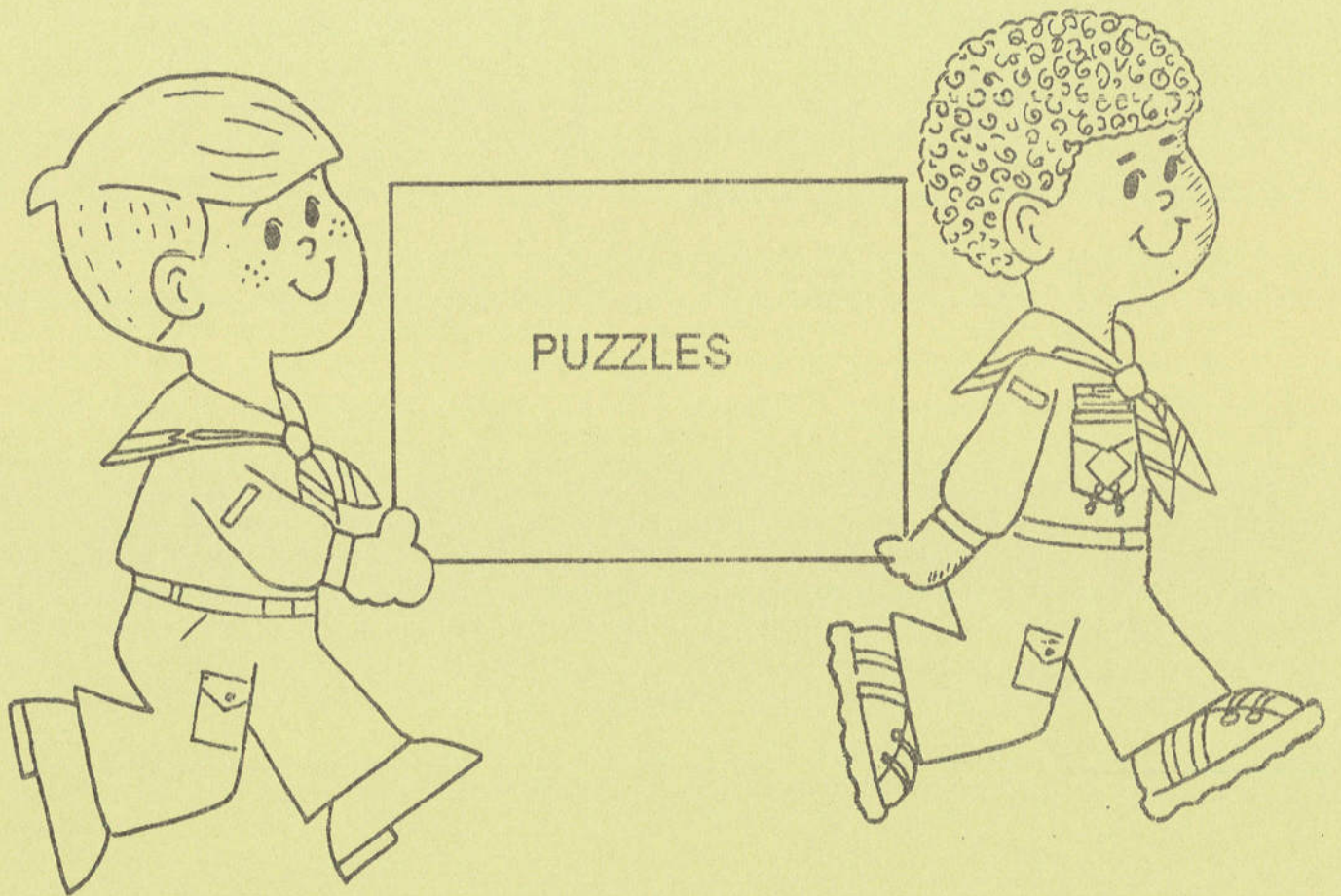
Pam Moore  
Nancy Schuchard  
Mauhnahteese District

Always reach

just a little

out of reach.





Handy Mess Kit

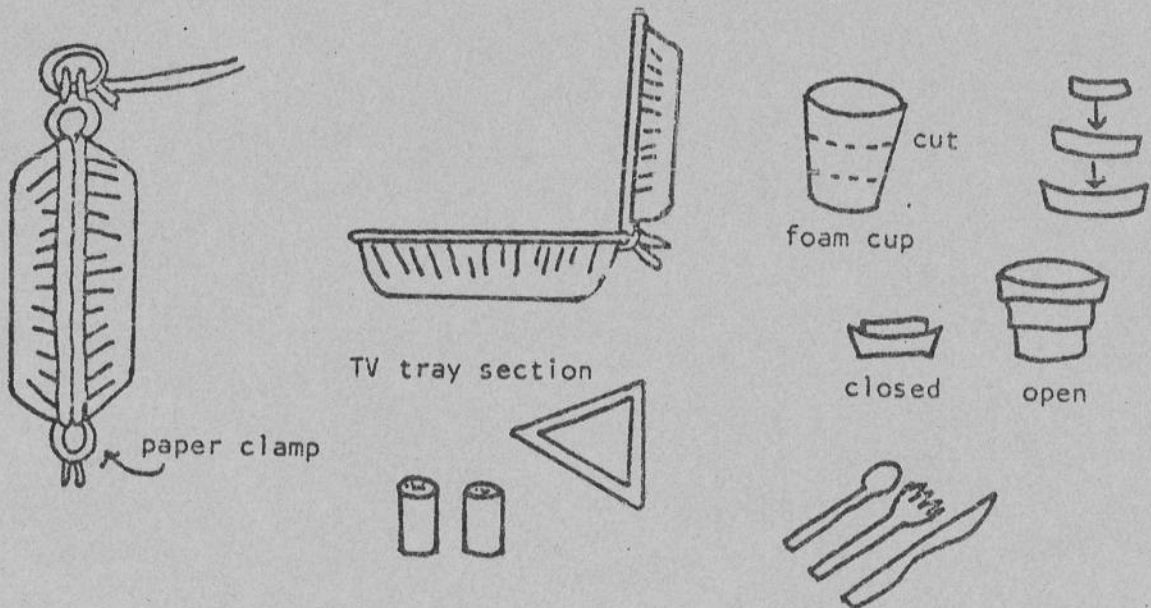
Materials:

- 4 aluminum foil pie pans  
(with folded-not rolled edge such as comes with prepared pie crusts.)
- Pliers
- 2 small spring clips
- Styrofoam cup
- 2 plastic pill bottles or film cans
- Foil T.V. dinner tray
- Plastic knife, fork and spoon
- Leather shoelace or cording

This mess kit can be hung from belt or knapsack on a hike. Or it can be hung on bicycle handlebars. Inside the mess kit are a dish and utensils needed for an outdoor meal.

- 1 Use 4 large aluminum foil pie pans. Unfold the edge on one pan, set a second inside and refold edge over the inner pan. Press carefully with pliers. Repeat with the other two pans.

- 2 Placed rim to rim, these double pans form the kit. Use two small spring clips to hold the kit together.
- 3 To make a folding cup for kit, slice a plastic foam picnic cup into three equal sections. Place the bottom and center sections inside the upper section. To open cup pull up the upper section. To close, press it down.
- 4 Make salt and papper shakers from plastic pill bottles by punching holes in the caps. Slip a plastic circle inside the caps to seal the shakers.
- 5 Cut a corner section from a foil TV dinner tray for a small dish. Fold over the cut edge with pliers. Add a plastic knife, fork and spoon to complete the contents of mess kit.
- 6 String a leather shoelace through one of the clamps and it's ready to hang on belt or bicycle handlebars.



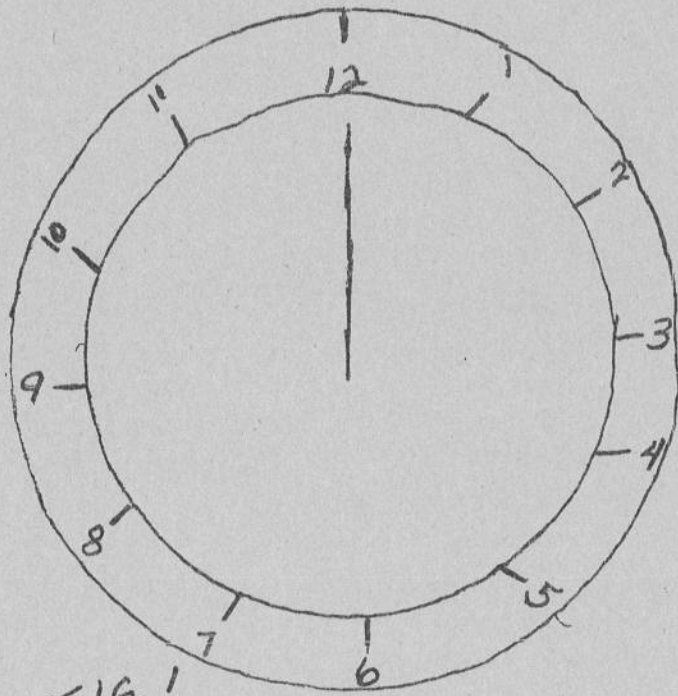


FIG. 1

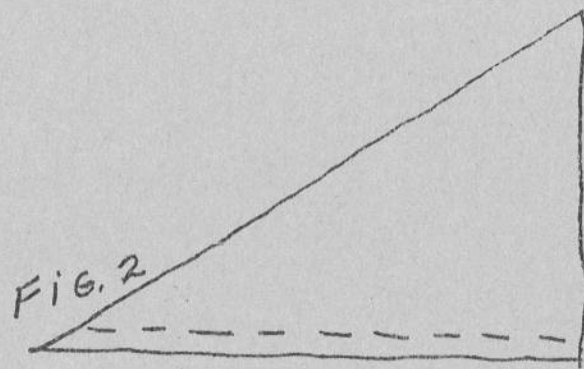


FIG. 2

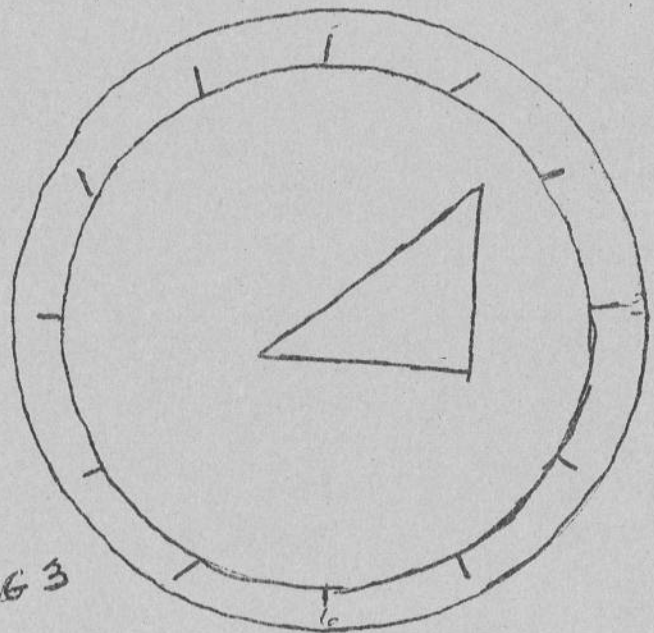


FIG 3

THEME CRAFT      JUNE  
MAKING A CARDBOARD SUNDIAL

A cardboard sundial will really tell you the time of day when the sun is shining. Take stiff cardboard. Cut a piece six inches square. With a compass, draw on it the biggest circle it will allow. Then draw a smaller circle about a half an inch inside the bigger one.(fig.1)

Mark off on the edge of the outer circle twelve equal spaces. These spaces represent hours. Draw the numerals from 1 - 12 in the area between the two circles. Make a dot above each numeral to indicate the point at which the hours will change. Each hour can be divided into quarter hours if desired.

With a rule and sharp knife, cut a slot in the upper half of the dial's face, running up from the exact center to a point just below the number 12. This slot should be as wide as the cardboard is thick. The face of the dial will look as in fig. 1.

Cut a piece of cardboard as in fig. 2. With your knife blade split the thickness of this piece in two from the bottom up to the dotted line shown in fig. 2. Bend the two sides up smoothly.

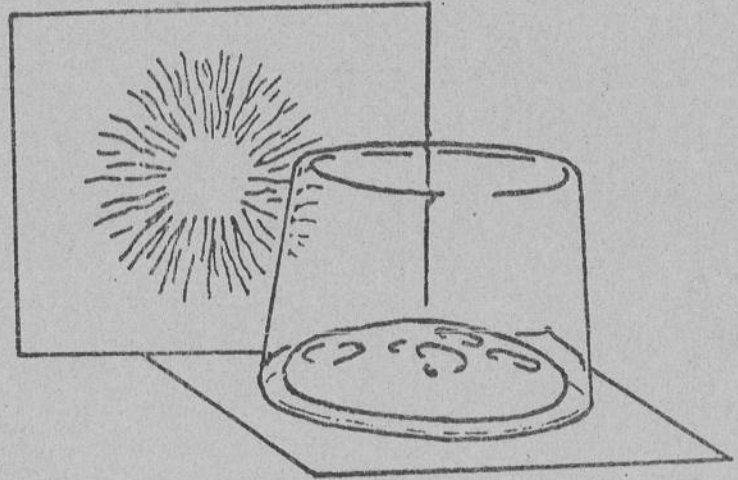
The final step is to slip the triangular piece into the slot in the face of the dial. So that it will stay there, put glue on the tabs and press them to the back of the dial. Fig. 3 shows the dial assembled. The dotted lines indicate the tabs glued underneath.

To use it, place the dial in the sun with the back edge of the triangle pointing north. The sun will cause the triangle to cast a shadow upon the face of the dial. If the shadow falls upon the number 2, it's 2 o'clock. As the sun moves across the sky, the shadow will change and move around the figures on the dial, always giving you the correct time. For daylight savings time, of course, add one hour.

Making Mushroom Spore PrintsMaterials:

Mushroom cap  
 Sheet of white paper  
 Glass bowl  
 Fixative  
 Clear contact paper

- 1 Put the mushroom's cap, bottom down, on a sheet of white paper. Cover cap with a glass bowl and leave it undisturbed for several hours (preferably overnight).
- 2 The tiny spores fall on the paper and stick, forming a beautiful and colorful pattern. The color of the spores is a clue to the identification of the mushroom.
- 3 Use a fixative (even hair spray) to set spore print. The print can then be covered with clear contact paper or plastic.

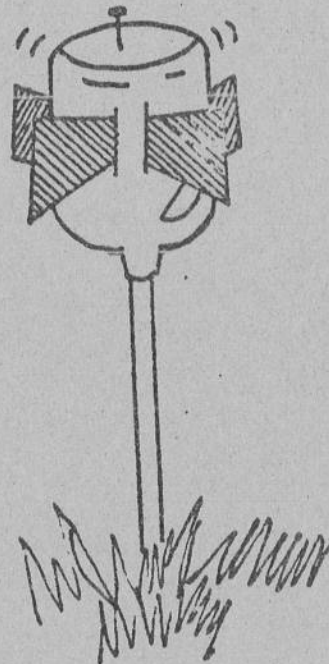
Wind SpinnerMaterials:

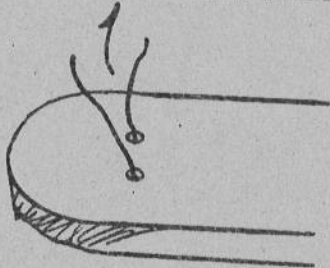
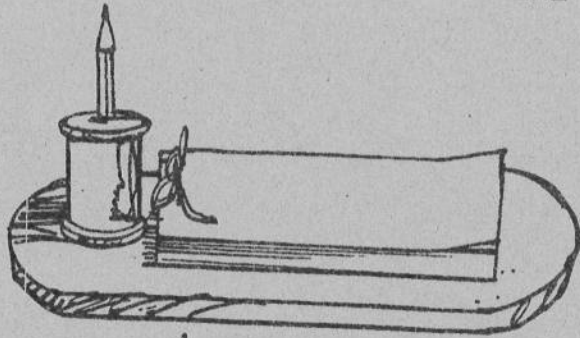
Large bleach bottle  
 Scissors  
 Hammer  
 Nail  
 Large dowel stick  
 Aluminum pie pans

One source of energy is the wind and being able to use it to pump water, generate electricity, etc. Here is a wind spinner that will be fun for the boys to watch.

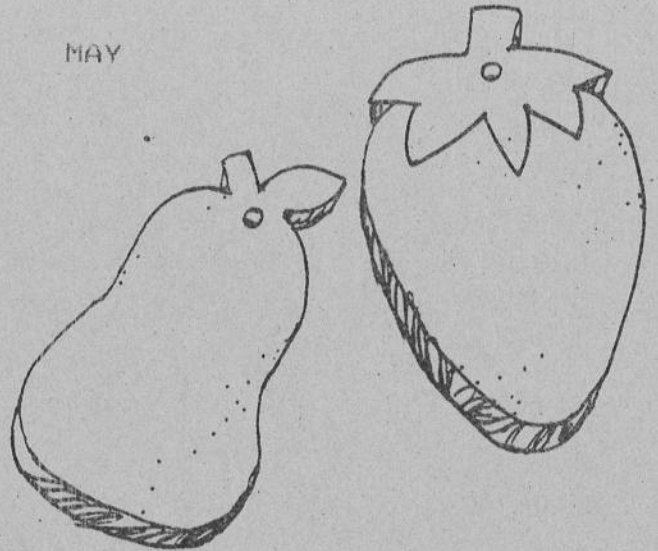
Cut the top off a plastic bleach bottle or tub, and invert the bottle. With kitchen shears, cut slits in the sides of the bottle. Hammer a nail through the bottle, as shown, and into the end of a wooden dowel. The tub should spin easily on the dowel.

Attach pieces cut from an aluminum pie pan, and insert them into the slits. Put the dowel in the ground and watch the wind at work!

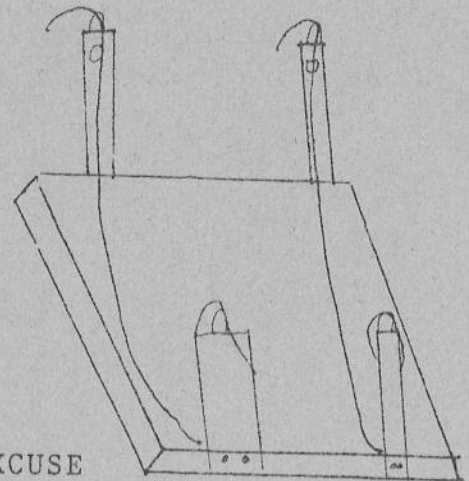




**NOTE PAD.** Cut base from 1/4-inch scrap wood. Sandpaper smooth. Drill two small holes through base for wire or string to hold notepaper. Paint as desired. Glue felt to underside of base. Staple notepaper together and slip bottom sheet under wire. Glue on spool to hold pencil.



**CUTTING BOARDS.** Use coping saw to cut from plywood about 10-by-12 inches and 1/4- to 1/2-inch thick. Sand smooth. Drill hole at top for leather thong or plastic strip hanger. Rub the side that will be the cutting surface with vegetable oil; wipe off excess oil. Paint the bottom side with enamel in appropriate colors.

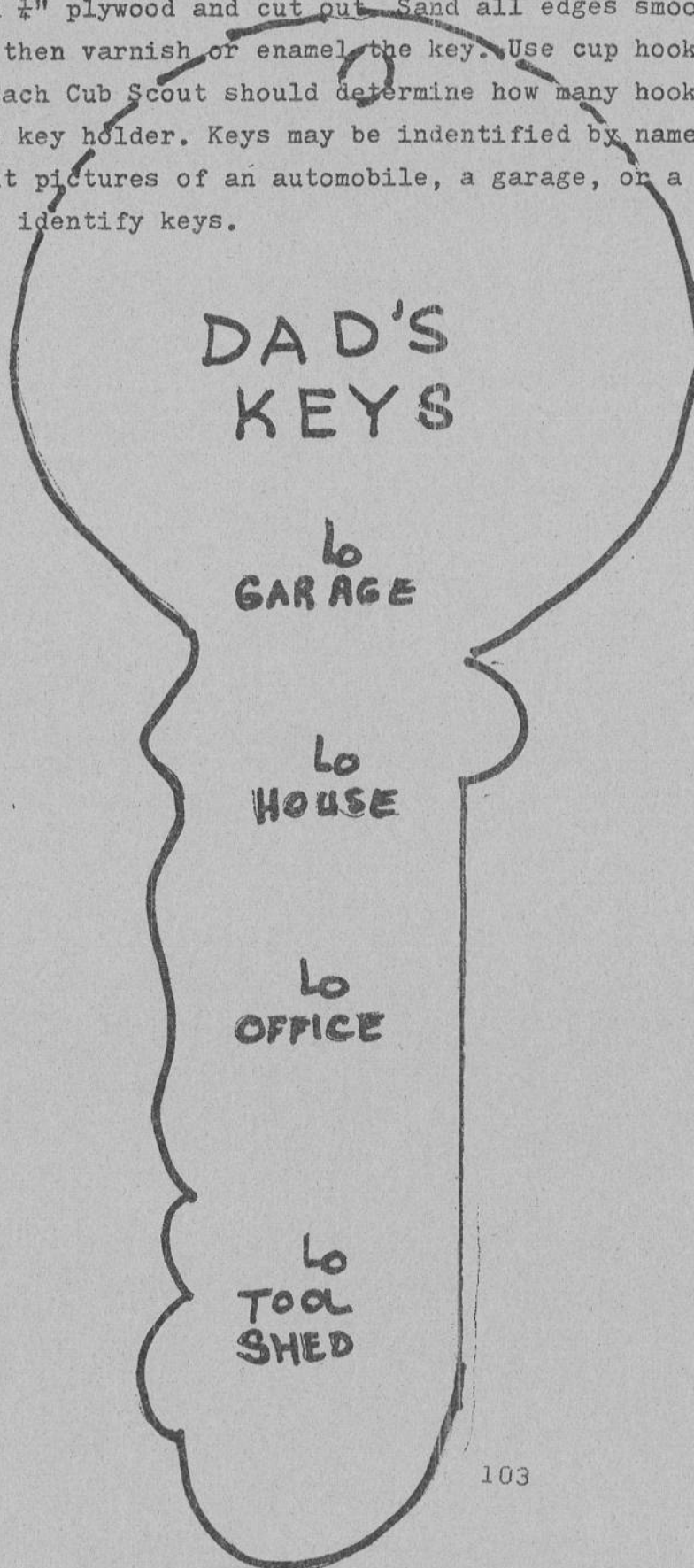


NOW THERES NO EXCUSE

If you don't recycle your newspapers because you hate the chore of stacking and tying them, try using scrap wood to build this time-saving contraption. Make the base the size of a newspaper and the side supports 2 feet tall. Screw simple eye hooks into the top of each post and thread twine through them so it runs down one post, across the base, and up the other post. Then just stack the newspaper in the frame, and when it's full, pull the string out of the eye hooks and tie it neatly around the papers.

## DAD'S KEY HOLDER

Your boys will have fun making this giant key as a Father's Day gift. Trace pattern on  $\frac{1}{4}$ " plywood and cut out. Sand all edges smooth. Apply a coat of filler, then varnish or enamel the key. Use cup hooks to hang dad's keys on. Each Cub Scout should determine how many hooks his father will need on his key holder. Keys may be indentified by name or each Cub Scout may cut out pictures of an automobile, a garage, or a house from old magazines to identify keys.



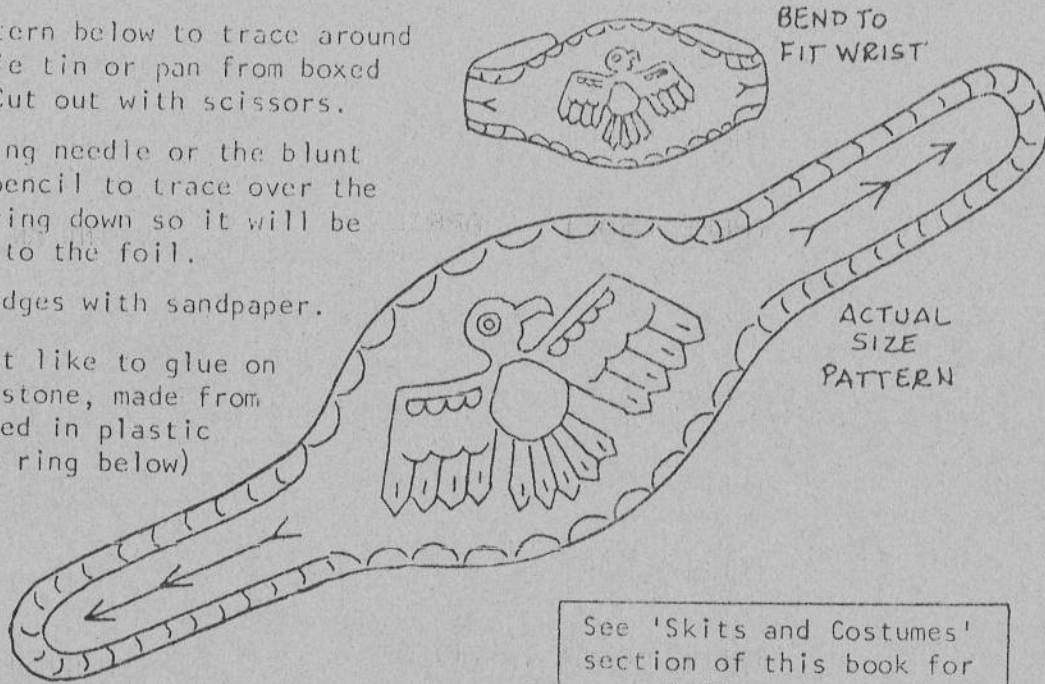
IMITATION SILVER BRACELET

Use the pattern below to trace around on a foil pie tin or pan from boxed cake mix. Cut out with scissors.

Use a knitting needle or the blunt point of a pencil to trace over the design, bearing down so it will be transferred to the foil.

File rough edges with sandpaper.

Or, you might like to glue on a turquoise stone, made from plaster molded in plastic spoon. (See ring below)



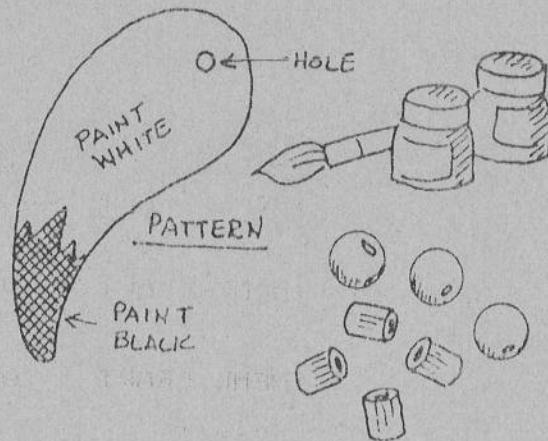
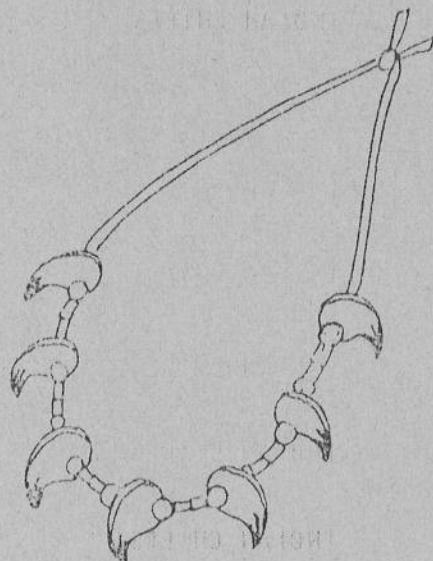
See 'Skits and Costumes' section of this book for more Indian costume parts and accessories.

BEAR CLAW NECKLACE

Cut bear claws, using pattern below, from heavy cardboard. Make 7 for each necklace. Paint as shown.

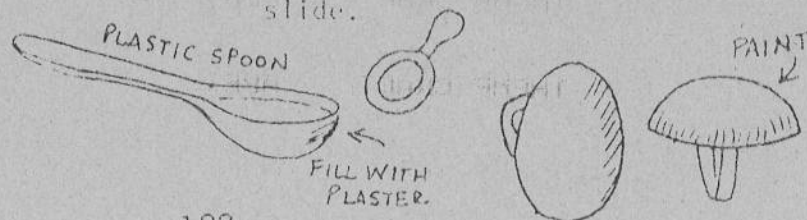
Use straight macaroni pieces or bamboo beads, as well as round beads, between bear claws.

String on plastic lace or cotton cord and tie around the neck.



IMITATION 'TURQUOISE' RING OR NECKERCHIEF SLIDE

Mix plaster and fill a bowl of a plastic spoon. Before plaster hardens, insert a pop top ring. When plaster is dry, paint it turquoise, for a turquoise and silver ring or slide.





# THEME CRAFT

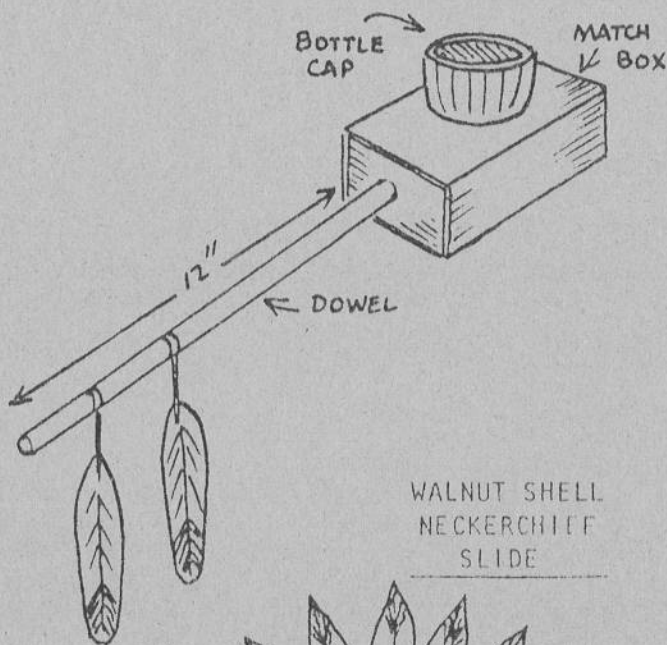
## PEACE PIPE

### Materials

- 1/4" dowel, 12" long
- Clorox bottle cap (or similar cap)
- Small match box
- Glue
- Feathers (real or paper)
- Paint

### Directions

1. Glue bottle cap to center of match box cover. Paint black.
2. Cut a hole in one end of match box to fit dowel. Paint box black.
3. Glue cover to match box. Then glue dowel in hole.
4. Glue on feathers, with paper bands over feathers.



WALNUT SHELL  
NECKERCHIFF  
SLIDE



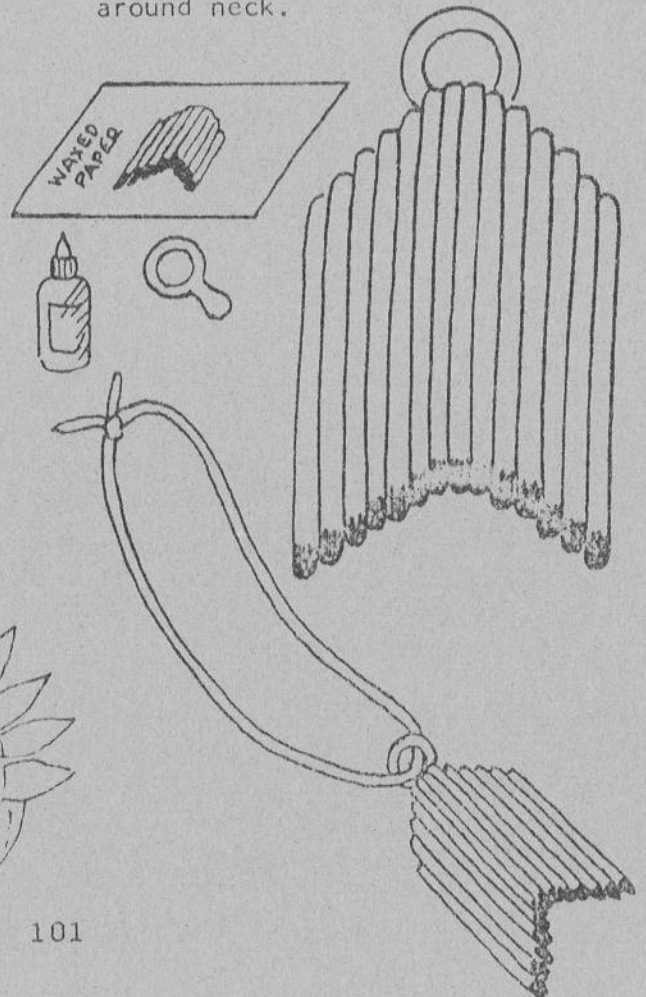
## BURNT MATCH NECKLACE

### Materials

- Kitchen matches
- Glue
- Waxed paper
- Pop can ring
- String

### Directions

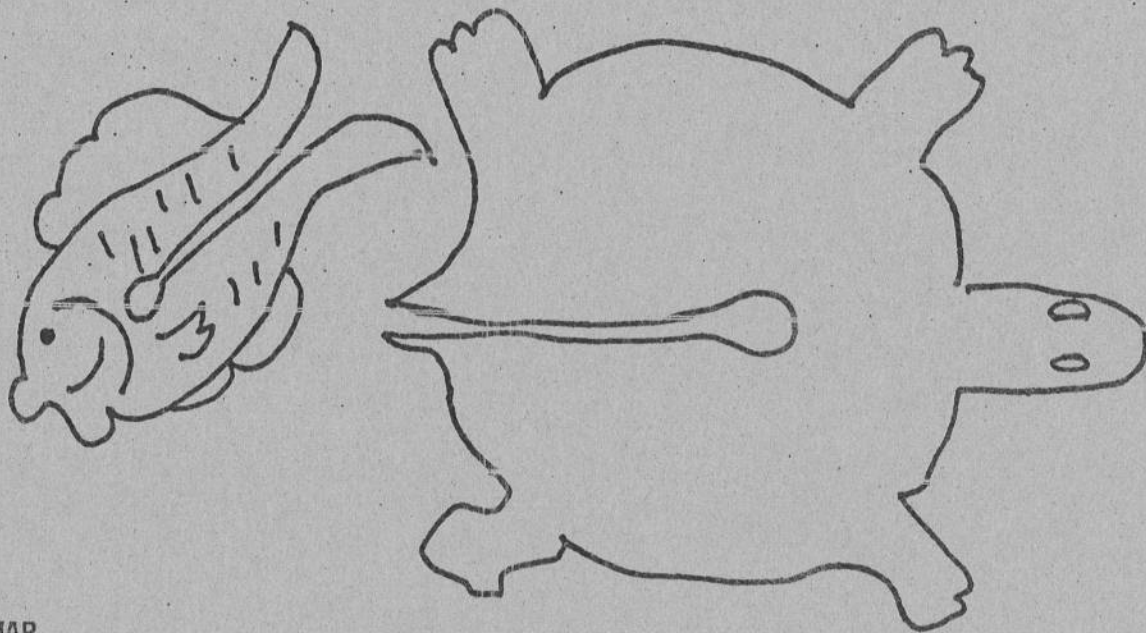
1. Burn matches in advance. Light, and blow out immediately, so just tips are burnt. Wipe off black residue on tips. (The leader should do this part)
2. Boys work on waxed paper when gluing matches together.
3. Arrange matches as shown and glue together with white glue. Let dry thoroughly.
4. Glue pop can ring on back, at top.
5. When glue is dry, add cord or leather thong through ring and tie around neck.



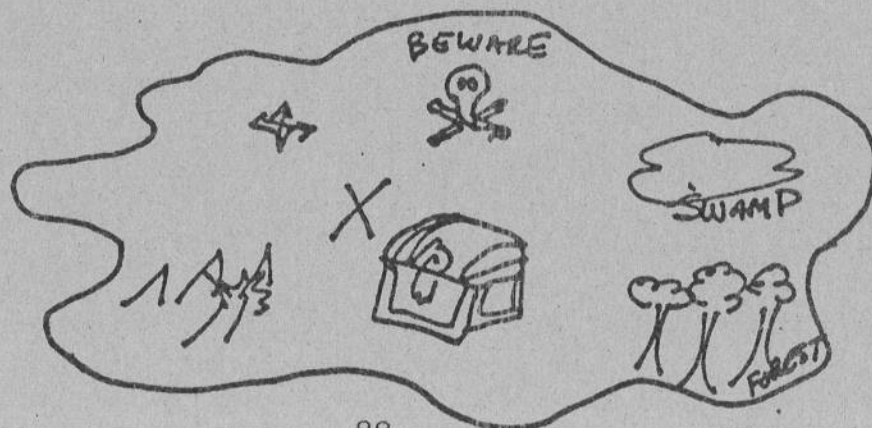
SWIMMING PAPER FISH

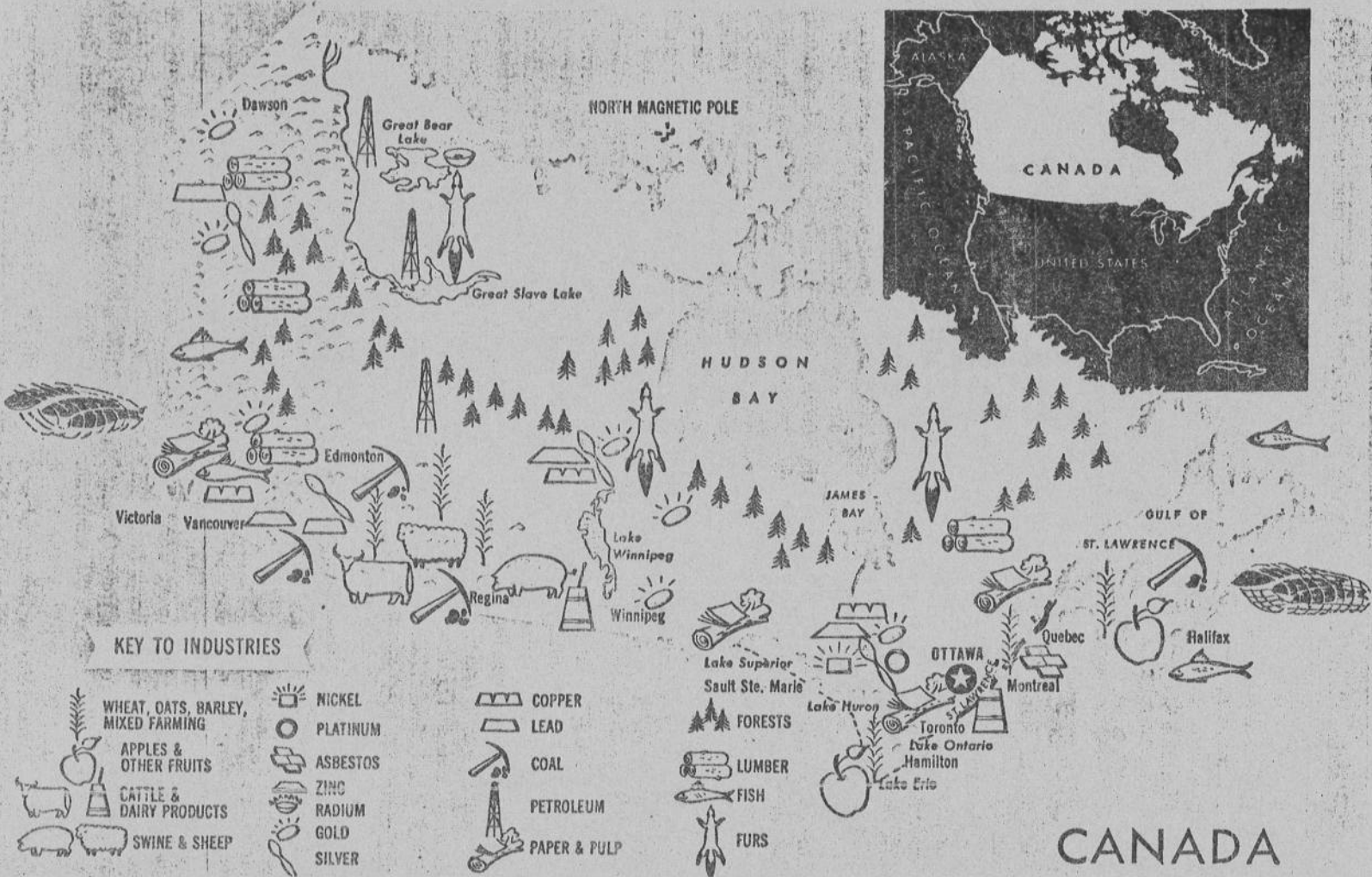
Stiff Paper (notepaper type)  
Scissors  
Few drops of oil

Draw and cut out a paper fish. Make a small round hole in center of fish and cut a narrow slit leading from center hole to tail. Dip lower half of fish in water. Lay fish gently on the surface of water in large bowl or tub. To make him swim, drop a little oil (1 or 2 drops) into the little hole in the fish's body. Oil will start to spread through slit leading to tail. Fish will be propelled forward. Do the same with a frog or turtle.

TREASURE MAP

Tear brown wrapping paper into uneven shapes. Singe edges (carefully) with match. Smudge paper with ashes or rub lightly with oil to give parchment finish. Let Cubs use magic markers or crayons to draw their own symbols and paths on the map. Their imaginations will create unusual and interesting ideas. Be sure that each map marks the spot where the treasure can be found. Maps can be made of imaginary treasure islands...or some Cubs may wish to make actual maps of their neighborhoods, with a "real" buried treasure for someone to find.





Map making is both fun and informative; can be done individually or as a group.

POLITICAL MAPS can be outlined in ink and colored with crayon, colored pencils or water color. Indicate and label cities, rivers, roads, etc.

RELIEF MAPS can be placed on a table and worked on by several Cubs at the same time once the outline has been drawn. When building up topographical features, the elevations must be greatly exaggerated, otherwise the mountains would appear to be mere wrinkles. Make your map of heavy cardboard, corrugated cardboard, plywood or wall board. Paint with poster paint and shellac.

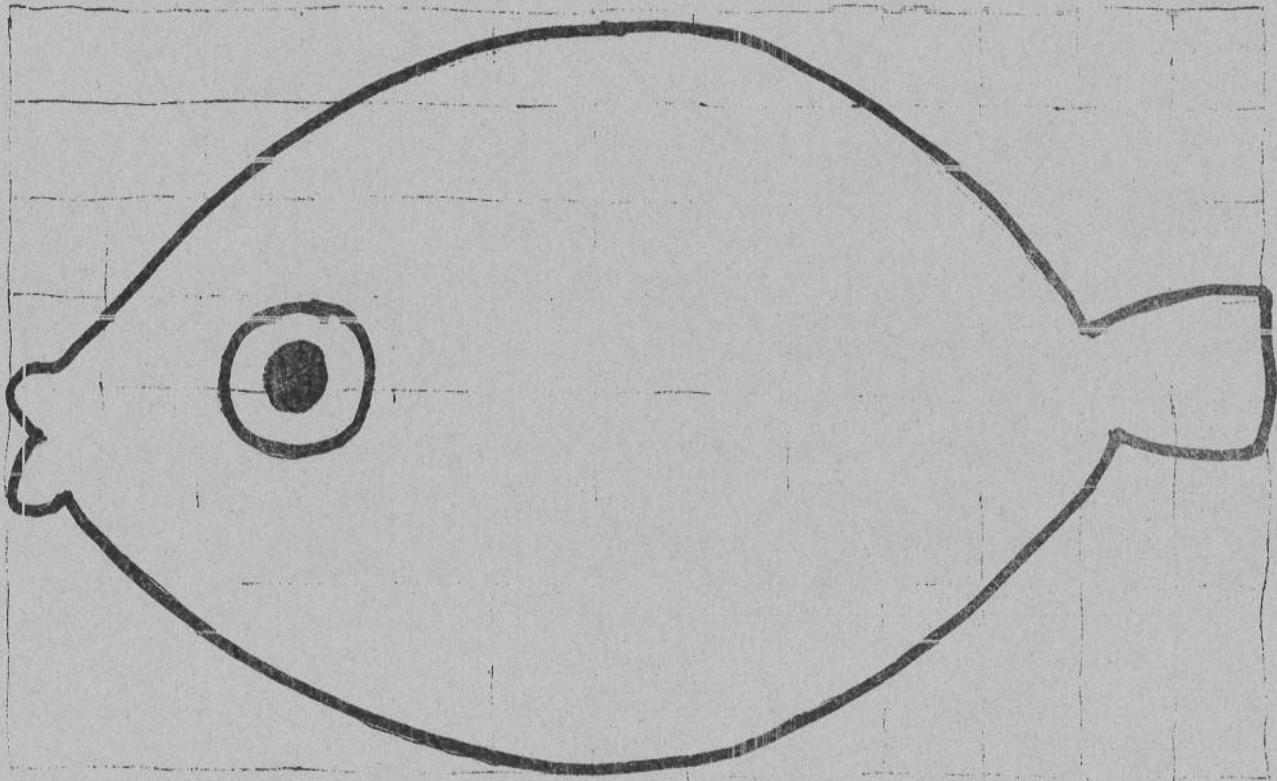
PAPER MACHE' is good for small maps. Tear up strips of paper and place in warm water, knead and sprinkle in dry wheat flour (wallpaper paste). Work with your fingers, adding more wheat flour or water as needed to form a stiff dough-like mixture. Apply with fingers. If you use a cardboard background, weight down the corners to avoid warping as it dries.

NEWSPAPER PULP is a quicker method. Soak a large sheet of newspaper in warm water. Squeeze out excess and tear the pulp into small pieces. Work with fingers, spreading glue on area and apply pulp to principal elevations. Do not cover entire map.

PRODUCT/INDUSTRY MAPS can teach a Cub Scout a lot about a country and its people.

For the March theme, "Sea Adventures" one idea we came up with was bread boards in the shapes of our friends from the sea. Here is a pattern for one in the shape of a fish.

Enlarge the fish to the size desired, cut it out, and sand all sides smooth. Do not stain. Enamel the edges to give you a spot of color if you want it. Apply one or two coats of olive oil to finish the board.

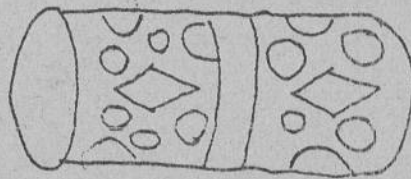


MARACAS

JANUARY      FIESTA

Use two soup cans to make this musical rattle. Open the tops just enough to empty the cans. Put a few split peas, beans etc. in one can and an assortment of nails, small screws, paper clips, or bottle caps in the second can. Reseal each can with tape.

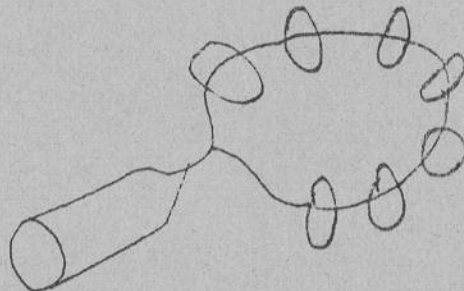
Fasten the two cans together with adhesive tape. Cover with colorful designs.



BONE RATTLE

To make this simple instrument, have boys save bones from steak, ham slices, or lamb. Wash bones with soap and water to remove the grease and thread onto a piece of coat-hanger wire as shown. If bones are not available use rings of bamboo.

Twist wire to form a handle. Fasten ends of wire to a piece of wood with brads and wrap with tape to cover.



CUSTOMS OF COUNTRIES

Paper Bag Pinata from Mexico

Materials List:

- |  |               |
|--|---------------|
| A paper grocery bag                                    | A paper punch |
| Narrow crimped paper ribbon                            | Scissors      |
| A plastic baseball bat                                 | Glue          |
| Candy, toys, books, and cookies                        | A blindfold   |
| Scraps of brightly colored construction paper          |               |
| 2 rolls of crepe-paper streamers in 2 different colors |               |



Open the grocery bag. Fold down the top toward the inside about 3 inches. Make four holes with the paper punch in the top of the bag, one hole on each side.

Tie a 24-inch ribbon through each hole. Tie the four ribbons together above the bag to make a handle.

Cut the crepe paper into pieces that are long enough to fit around the grocery bag.

Starting at the bottom, apply a thin line of glue completely around the bag. Glue on a crepe-paper streamer so it goes all the way around the bag.

Apply another thin line of glue above this streamer. Glue on a second crepe-paper streamer of a different color, slightly overlapping the first one. It, too, should fit all the way around the bag.

Continue to apply a line of glue above the streamers, gluing on the streamers one at a time until the bag is covered. Be sure to alternate the colors.

Turn the bag upside down. Spread a thin layer of glue all over the bottom. Glue streamers to the bottom so they hang down. Add as many streamers as it takes to cover the bottom of the pinata.

Turn the pinata right side up. Decorate it to look like a clown by cutting big eyes, nose, and mouth from brightly colored construction paper. Glue them on. Add big eyebrows and eyeballs made with the paper punch.

Hang the Paper-Bag Pinata up to dry overnight. Fill it with wrapped soft candy, individual bags of fruit, toys, cookies, books, or whatever the children will enjoy.

Hang the pinata up high, or have an adult hold it high on the end of a broomstick. The children should take turns hitting the pinata with a plastic bat while blindfolded. Small children who are afraid of wearing a blindfold can just shut their eyes when it's their turn.

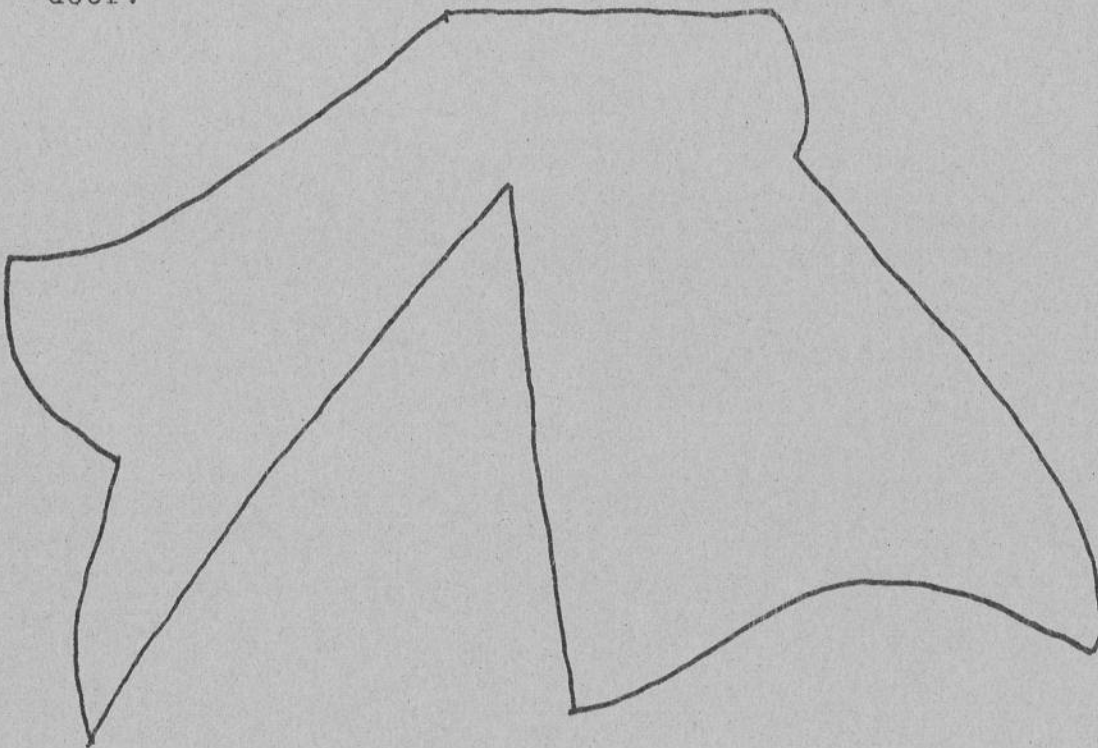
The pinata does not have to be broken to reveal its contents. If a child hits it just right, it will swing upside down, spilling everything.

PAPER PLATE WREATH

1 sheet green tissue gift wrap paper  
white 9" paper plates  
white glue  
typing paper  
pencil  
1/2 sheet red construction paper  
scissors

Cut the center out of each paper plate.  
Cut the sheets of tissue gift wrap paper into 2-inch squares  
pour a small amount of glue into saucers or old jar lids.  
Press a green square firmly around your pointer finger,  
forming a tissue cup.  
Dip the bottom of the tissue cup into the glue. Press  
it onto the circle plate so that the green tissue sticks  
up. Do this with the rest of the green tissue squares,  
pressing them close together, until the circle plate is  
completely covered.

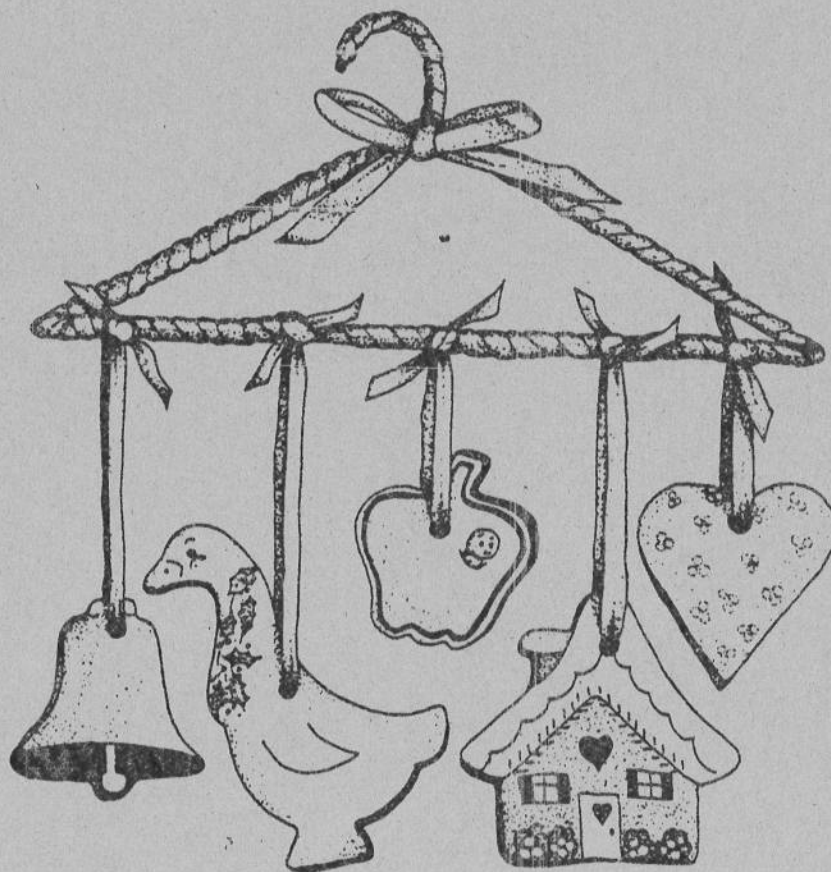
All the squares (approximately 120 of them) can be squeez-  
ed on to the paper plate for a full and fluffy wreath.  
To make the ribbon, use the typing paper and pencil to  
trace the ribbon pattern on it. Cut it out. Fold the  
red construction paper in half. Place the ribbon on the  
fold and trace around it. Glue ribbon near the bottom of  
the wreath. Hang your wreath on a doorknob or taped on a  
door.



## CINNAMON ORNAMENTS

1 c. ground cinnamon    4 T. white glue    3/4 to 1 c. water

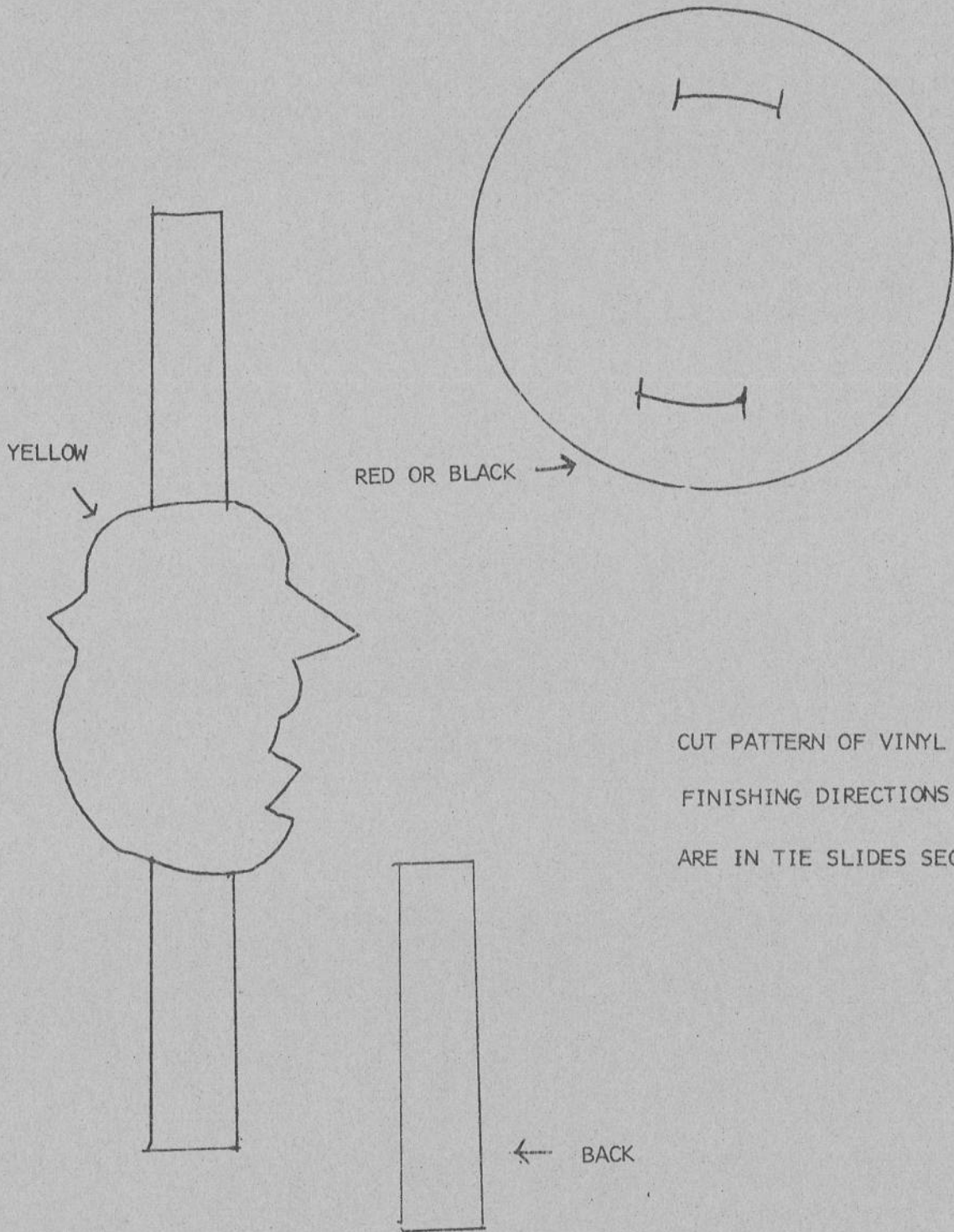
Stir together 1 c. cinnamon, 4 T. of white glue, and 3/4 c. of water. The dough should be as thick as cookie dough. Keep dough in refrigerator for 2 hours. Then sprinkle work surface with cinnamon. Use your hands and fingers to knead the dough until smooth. Sprinkle more cinnamon on the work surface. Roll the dough to about 1/4" thick. Cut out shapes with cookie cutters. Before you dry the shapes, poke a hole in each one with a straw. The circle of dough will pull out with the straw. To dry, lay the shapes on waxed paper at room temperature and turn them twice a day for four days. To speed up the drying, bake the ornaments on a cookie sheet in a warm oven for 2 hours.



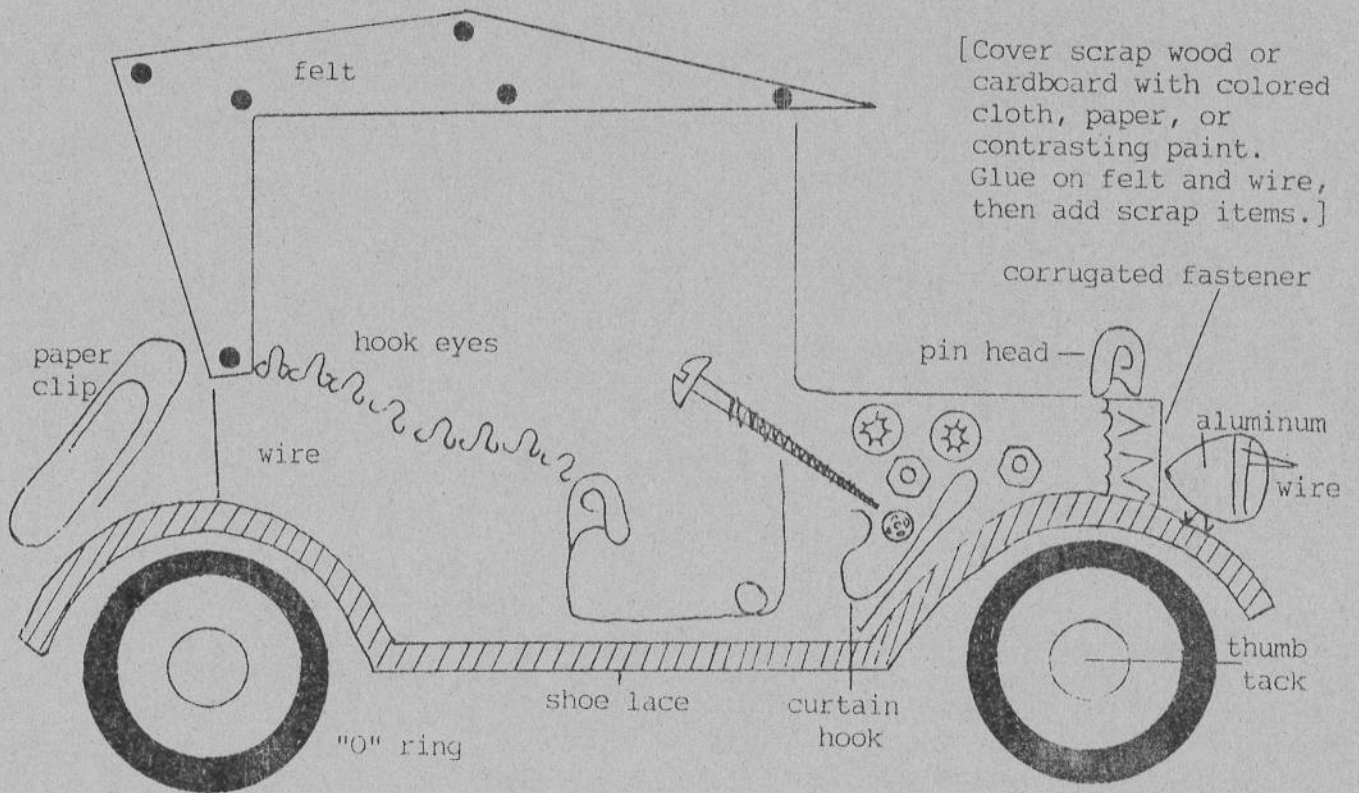
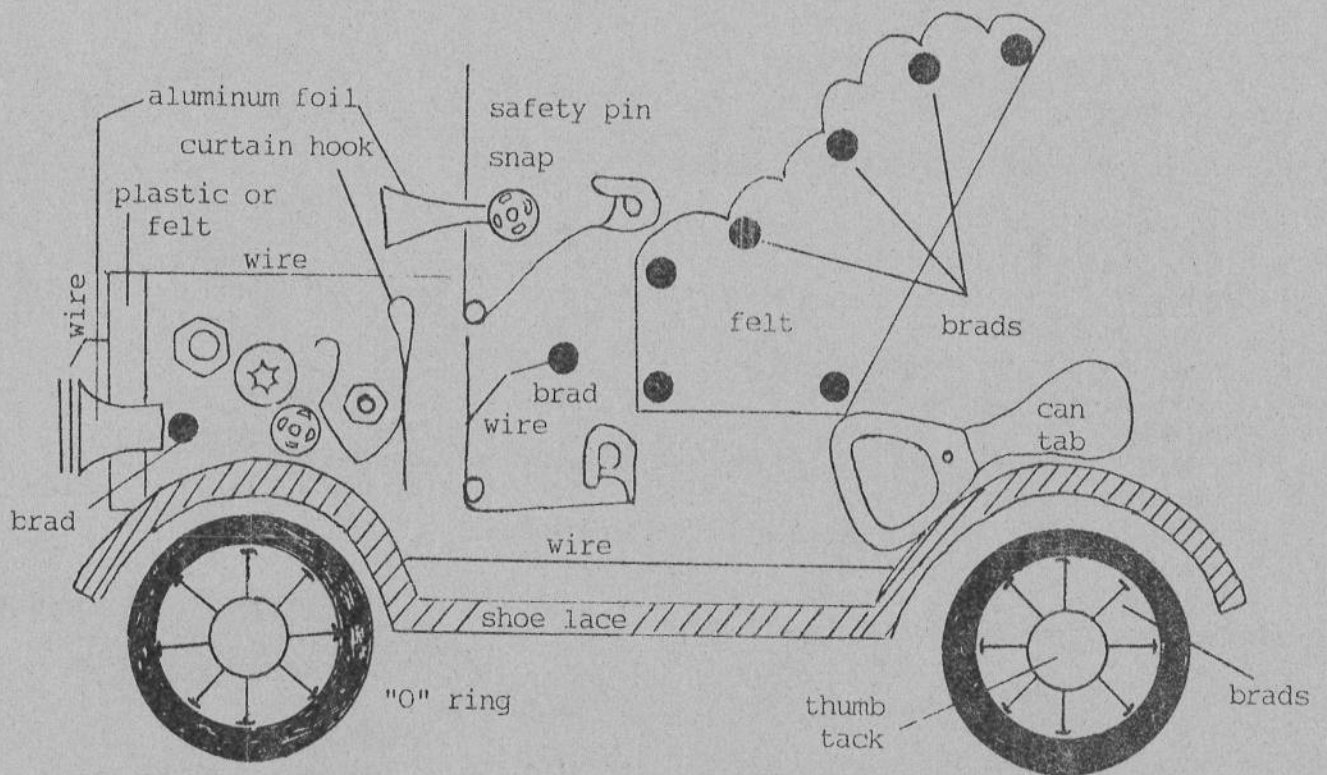


THEME CRAFT NOVEMBER

DICK TRACY TIE SLIDE



CUT PATTERN OF VINYL  
FINISHING DIRECTIONS  
ARE IN TIE SLIDES SECTION



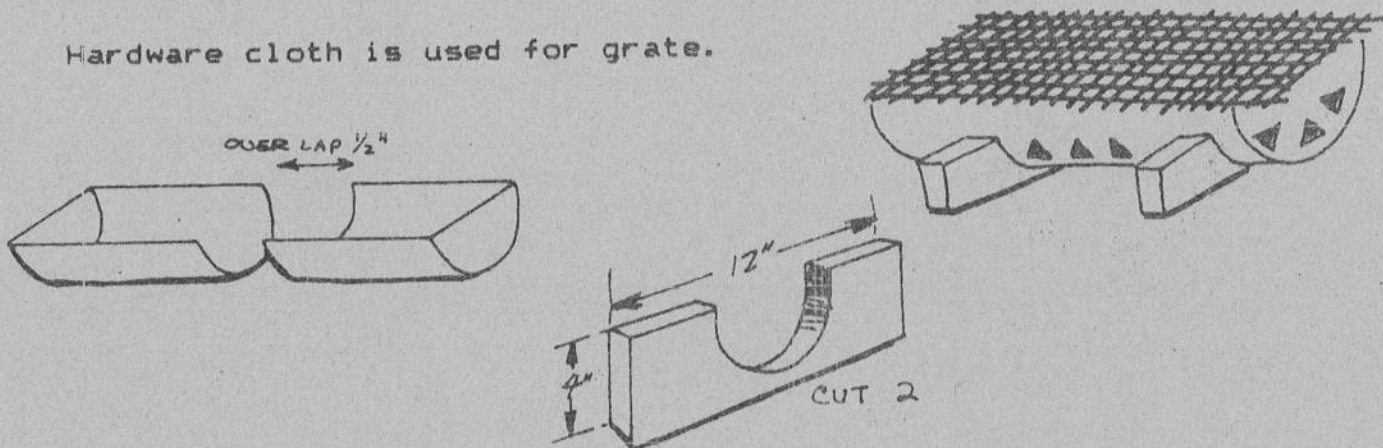
## CRAFTSMAN

### TIM CAN HIBACHI

Materials: One 3-lb coffee can  
One 9" x 18" hardware cloth  
Two 4" x 12" x 3/4" wood

1. Cut off one end of can just behind rim.
2. Cut can in half lengthwise.
3. Rivet two halves together (open end to open end) to form one long trough.
4. Using can as template, mark curve on 4" x 12" pieces of wood. Cut out half round piece to provide base for hibachi.
5. Punch vent holes in lower portion of can and put hibachi on wooden base pieces.
6. Put 1" coarse gravel in bottom. Add charcoal, light and cook.

Hardware cloth is used for grate.



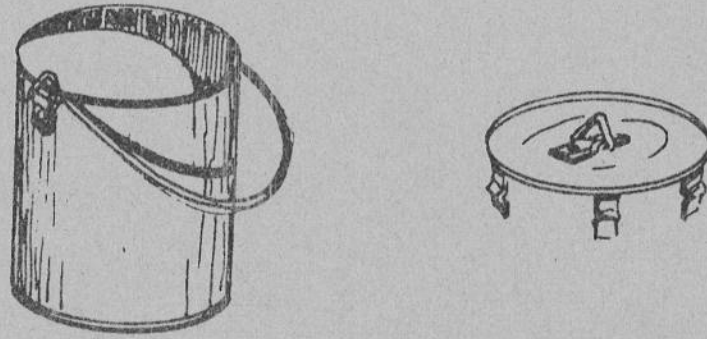
### ALUMINUM CAN WEATHERVANE

Materials: 3 aluminum soda pop cans  
tin snips  
wire

1. Set one can aside - turn the other two upside down. Locate center of bottom and punch hole in same with hammer and nail.
2. Next cut the top off all three cans, easiest way is to start at the drink hole, snip edge open and then around can. Watch out for cuts. Trim the cut edge, if too rough, making relatively straight.
3. Now get one can squarely on top of another. Fig. A and push together - after starting, turn upside down and tap or push with palm of hand - recessed portion of top can should only be 1/4" to 1/2" or bottom may split open (if it does, use it for sail and use 3rd can and try again).

## NESTING POTS (Cont'd)

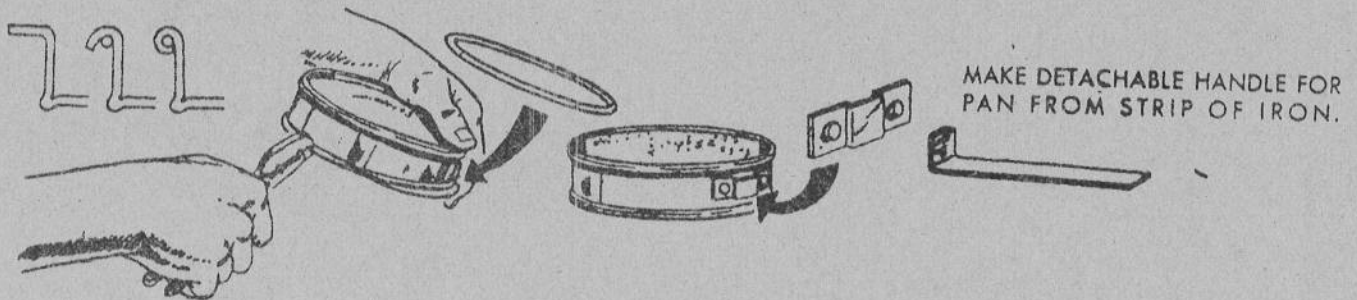
5. Provide pot with wire ball. Use steel wool for polishing.



To make pan, cut side of can down to 1 1/4", roll edge over wire with pair of pliers.

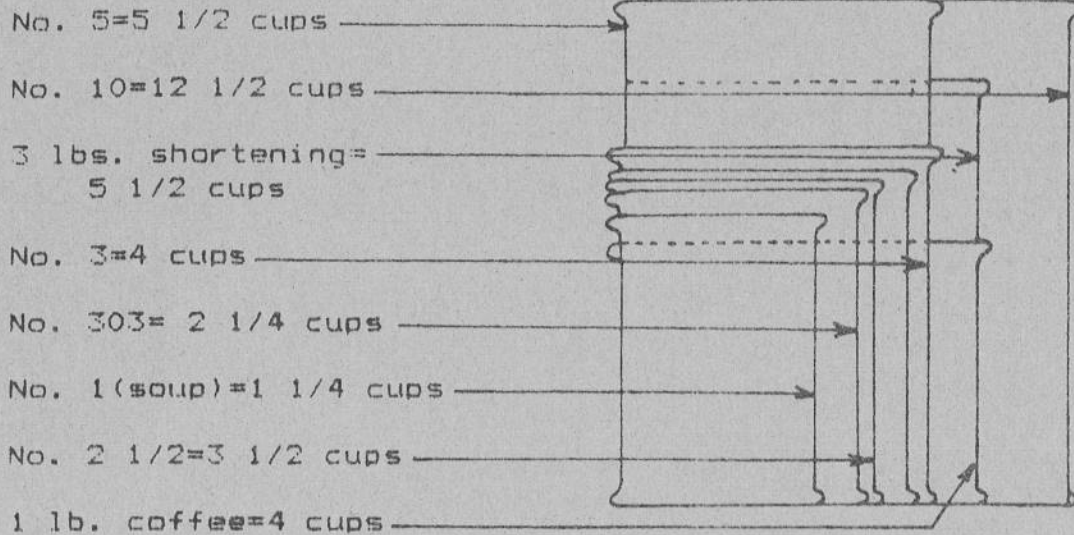
Make detachable handle for pan from strip of iron.

- A. You make the rings for the pans from coat hangers.
- B. You may use pop rivets instead of split rivets.
- C. Use tin that was left over from the lids to make the strips for lid handle and pan handle holder.

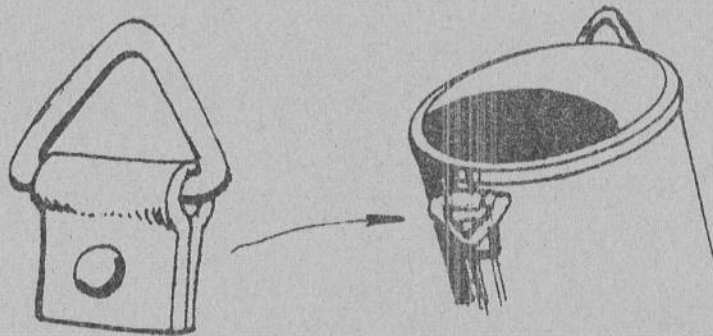


## NESTING POTS

You can make a set of nesting pots from tin cans. Use them for cooking for 2 to 6 people.

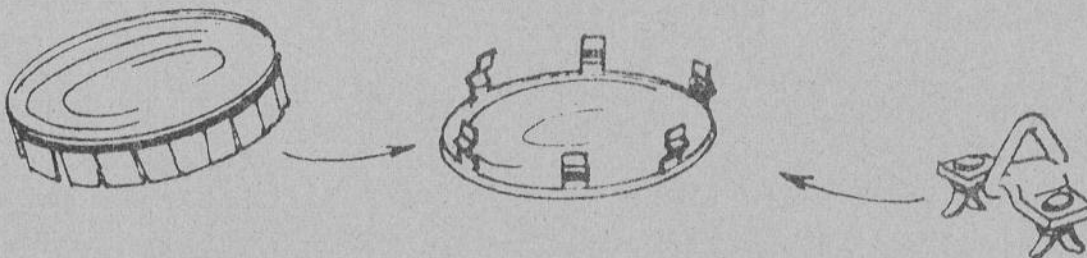


1. To make pot, fasten two wire triangles at top edge with tin strips and split copper rivets.



2. For the lid, cut another can down until only 1" high.

3. With tin snips, make cuts 3/4" apart. Cut off all tongues but six. Bend these to fit inside the pot.



4. Handle is wire ring fastened by tin strip and two rivets.

Unless a man undertakes more

than he can possibly do,

he will never do all

that he can.

**THEME  
CRAFTS**



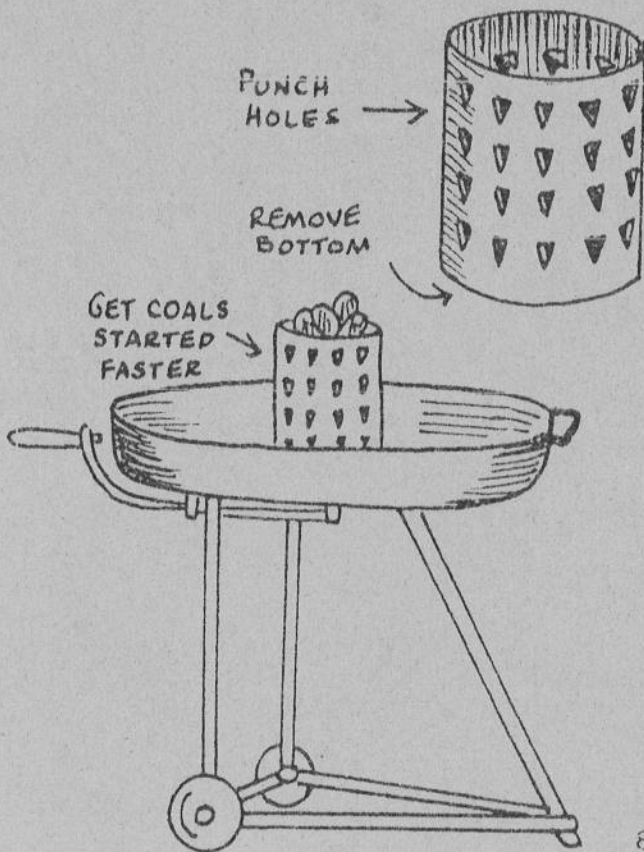
## CHARCOAL CHIMNEY

### Materials

- 2-lb coffee can
- Soda can opener

### Directions

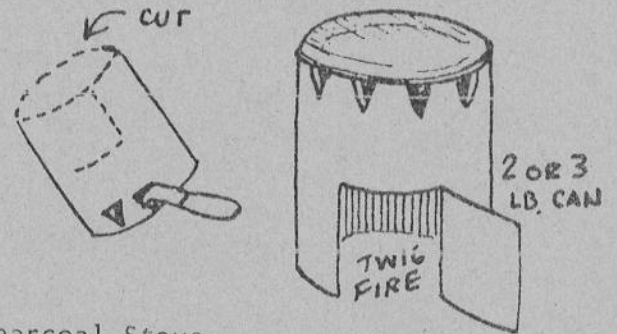
1. Use can opener to punch rows of holes around can, as shown.
2. Be sure to wear gloves when handling the cans. Metal edges can cut!
3. With a screwdriver or other hard implement, flatten down the metal inside the can.
4. Cut bottom out of can.
5. Set charcoal chimney in charcoal grill. Use wood coals and crumpled newspaper or electric starter at bottom of chimney.
6. When charcoal pieces are burning evenly, remove the chimney with pliers and spread the coals for cooking.



## BACKYARD TIN-CAN STOVES

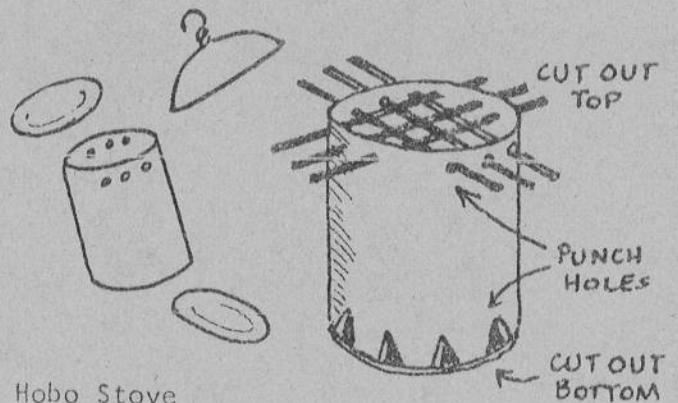
### Twig Stove

Punch out holes in bottom of tin can as shown. Cut door. Invert. Fill with twigs. Add more twigs through door. Cook right on top. (Be sure to clear ground area where stove will be set)



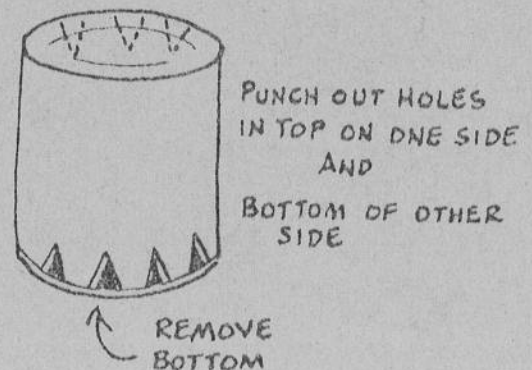
### Charcoal Stove

Punch out holes around top of tin can. Punch holes in sides and insert coat hanger wire to make grill. Pots or pans can be set on this grill. Set stove over pile of charcoal.



### Hobo Stove

Punch out holes as shown. Use a buddy burner under stove. (See buddy burner on next page) Cook right on top.

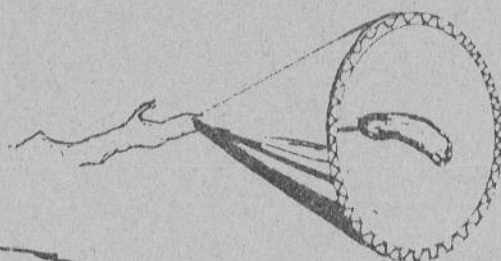




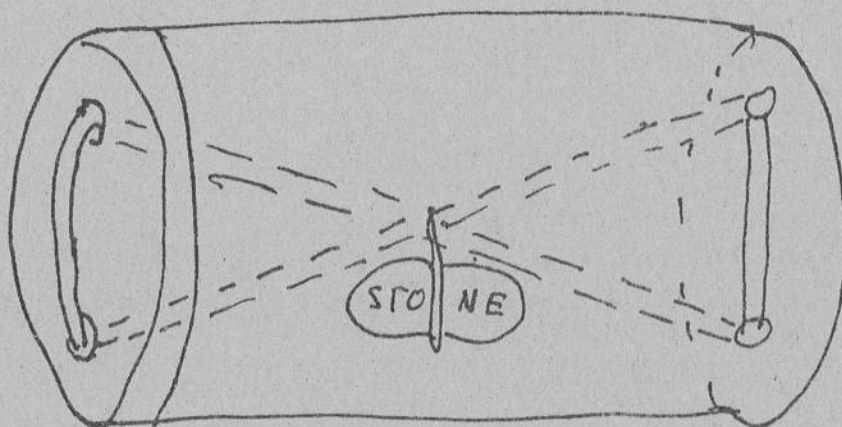
## SOLAR GRILL

It only works when the sun is shining brightly and is hot.

Cut a triangle of flexible cardboard, and cover it very smoothly with aluminum foil. Bend the triangle carefully into a smooth cone. Stick a hot dog on a wire or thin stick through the bottom of the cone and into the ground, pounding in such a way that the cone points directly into the sun.



## TIN CAN WONDER



It is possible to make a tin can obey your commands--if you cheat a little!

Find an empty tin can with a lid. Make two holes in the lid and two in the bottom of the tin can in the positions shown in the illustration. You can easily make these holes by banging a nail into the tin four times.

Cut a thick rubber band and push it through the four holes in the tin can (as shown in the illustration) and tie the two ends of the rubber band together again.

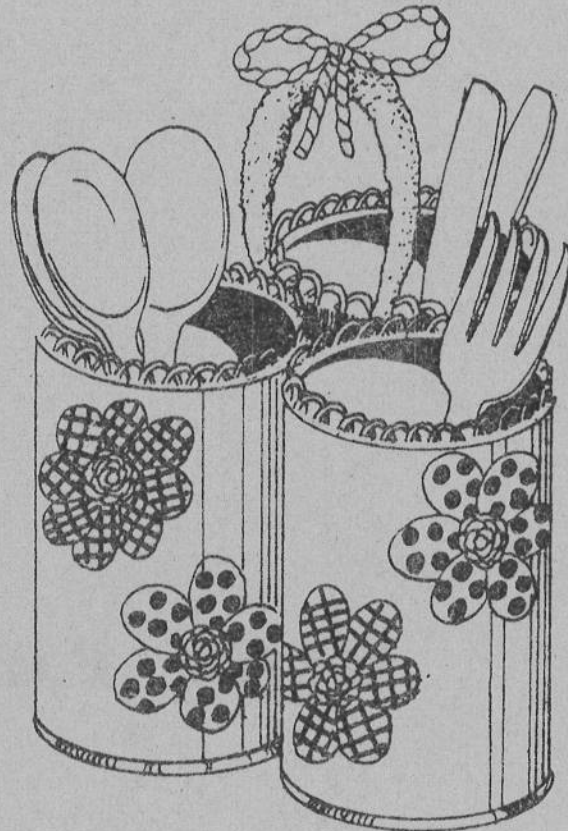
Using a short piece of strong thread, tie a small but heavy stone to the point where the rubber band crosses itself in the can.

Push the lid back on the tin can.

When you roll the tin can away from you the rubber band inside the can will become twisted and so will make the tin can obey your command to return to you by eventually unwinding the rubber band.

Items needed: empty can with lid; nail; hammer; small stone; thick rubber band; strong thread; scissors.

# PICNIC UTENSIL CADDY



## MATERIALS:

3 Soda pop cans  
Hand operated can opener  
Colored paper  
Yarn  
Decorative trim  
1 Chenille stem  
Scissors  
Glue

## DIRECTIONS:

Using can opener, carefully cut off bottom of each can. Set cut-off parts aside. Turn cans upside down. Cover each can with colored paper. Decorate with paper flowers that have coiled yarn centers. Glue decorative trim around top and bottom of each can.

Tie cans together with yarn, threading yarn down through one can, through tab opening, and back up through another can. Continue until all three cans are securely tied together. Slip cut-off part of each can down to bottom of can to cover tab opening. Add chenille stem for handle.

## TIN CAN LANTERNS

Use any size tin can. If you wish to have a cone shaped cover, make one from an aluminum pie plate. Attach a wire for a handle and paint all pieces (usually a flat black). Cut a piece of heavy paper big enough to fit around the can and draw a design on the paper. Fasten the pattern around the can with duct or cloth tape. Place the can on a log which approximately fits and using a hammer and nail, punch holes into the can along the lines of your design. Make sure your holes are punched all the way through so the light of the candle will show the whole design. Place a small candle in your can when it is completed. You may have to drip some wax from the candle to stick it to the bottom of the can or use a small holder or votive cup.



## MINI FRYING PAN



### MATERIALS:

- 1 tuna can
- 1 coat hanger (straightened)

### DIRECTIONS:

Twist one end of the coat hanger around the top edge of the tuna can and twist tightly to secure it.  
Bend the other end into a handle.

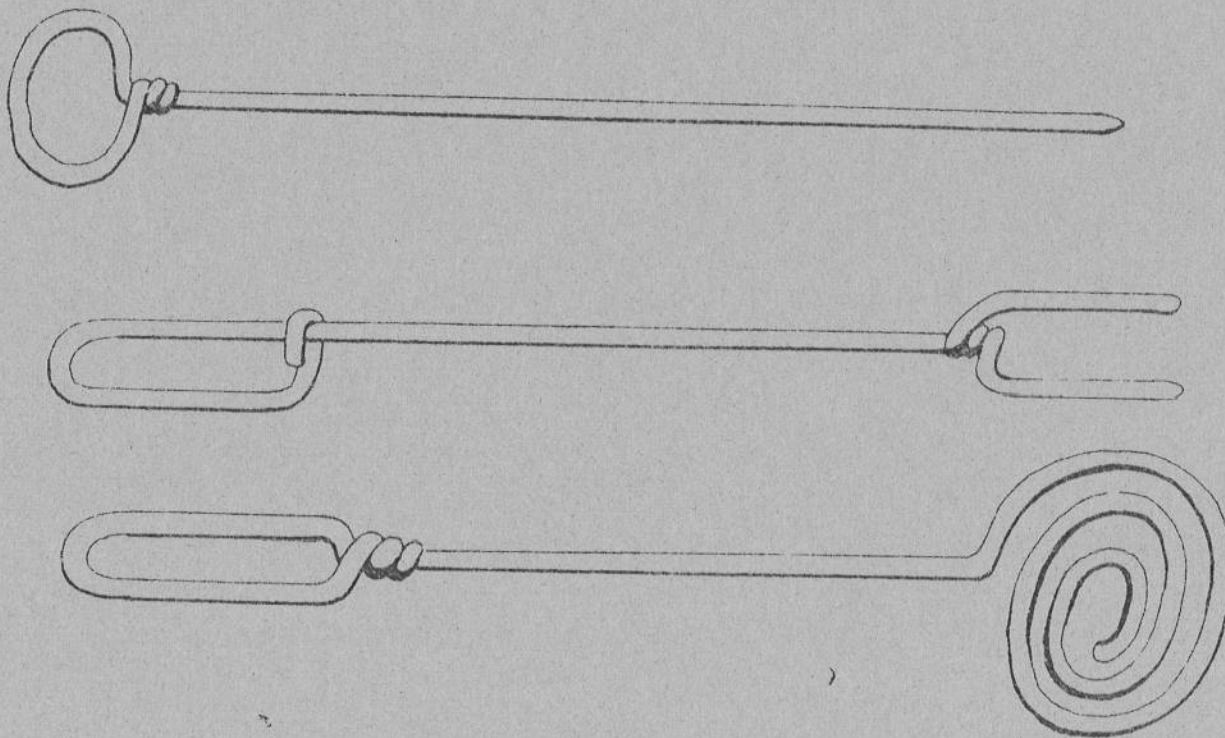
Notes: This craft takes 10 minutes, and gives credit in Wolf Elective #3.

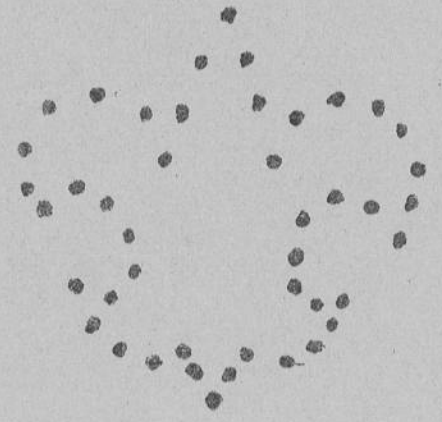
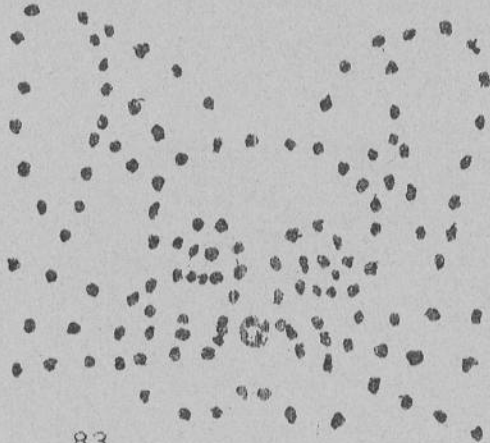
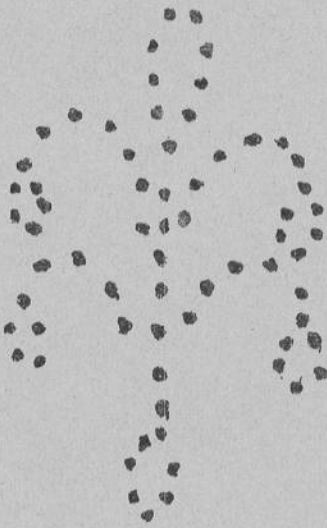
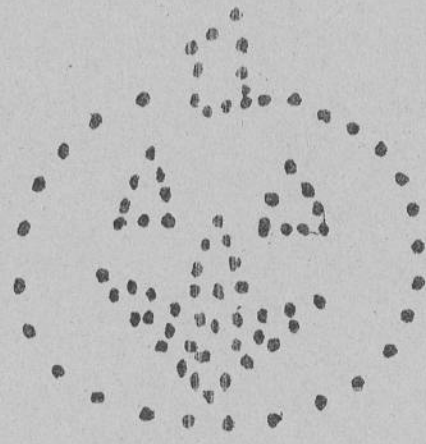
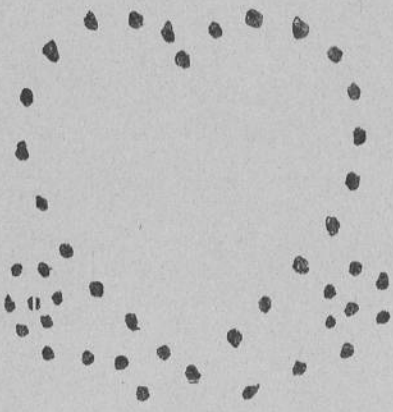
## BARBECUE TOOLS

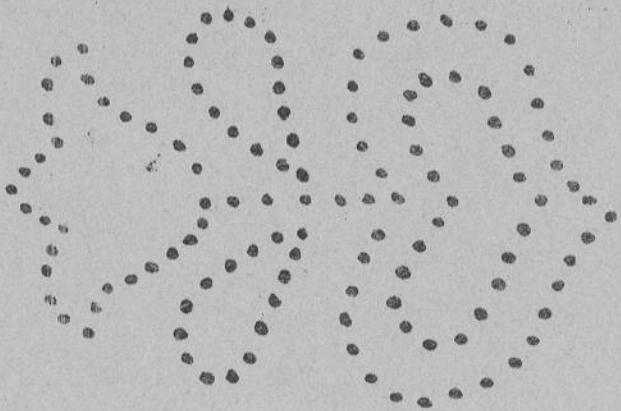
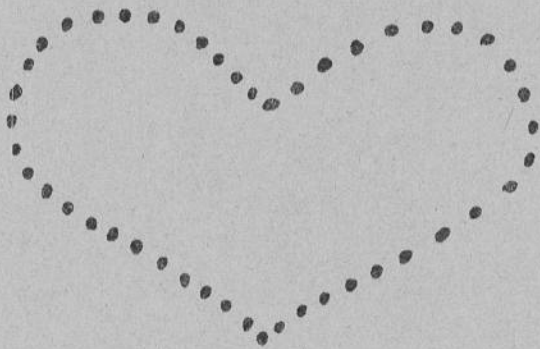
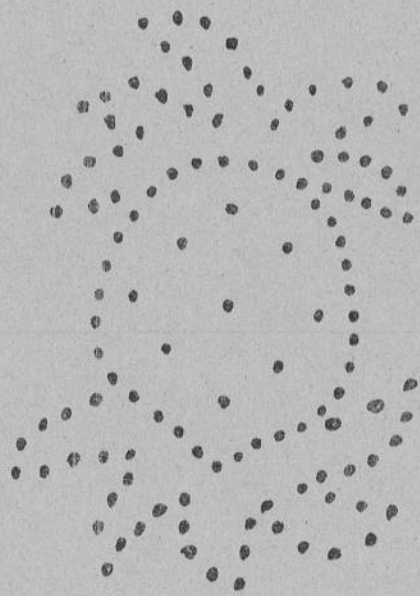
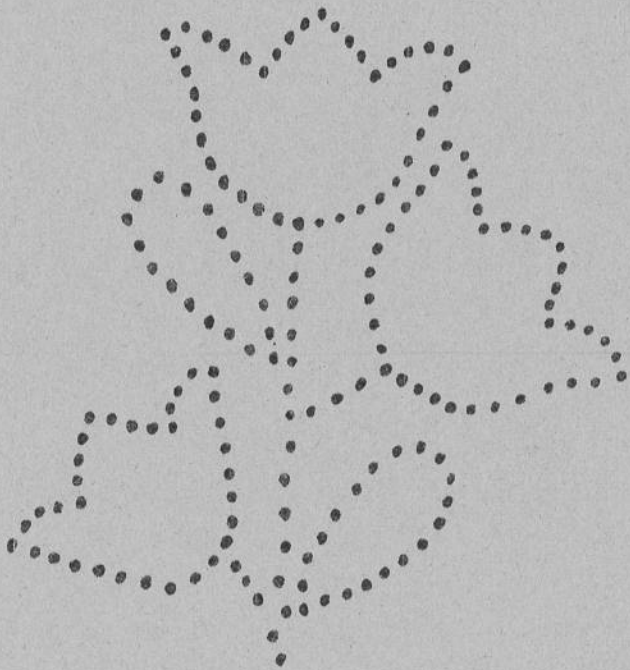
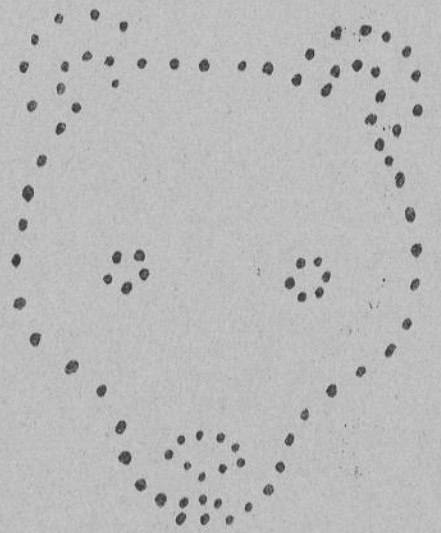
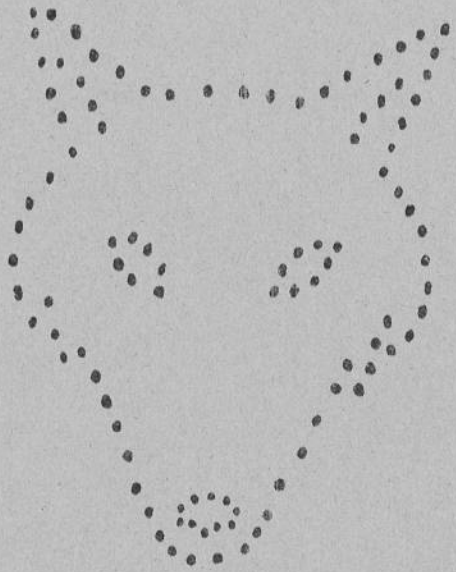
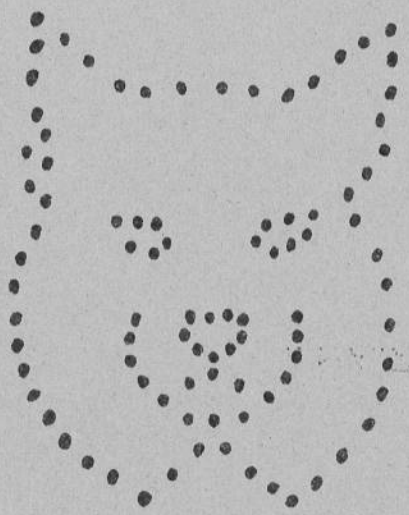
To make these useful implements, use coat hanger wire straightened with pliers. Sand off all paint.

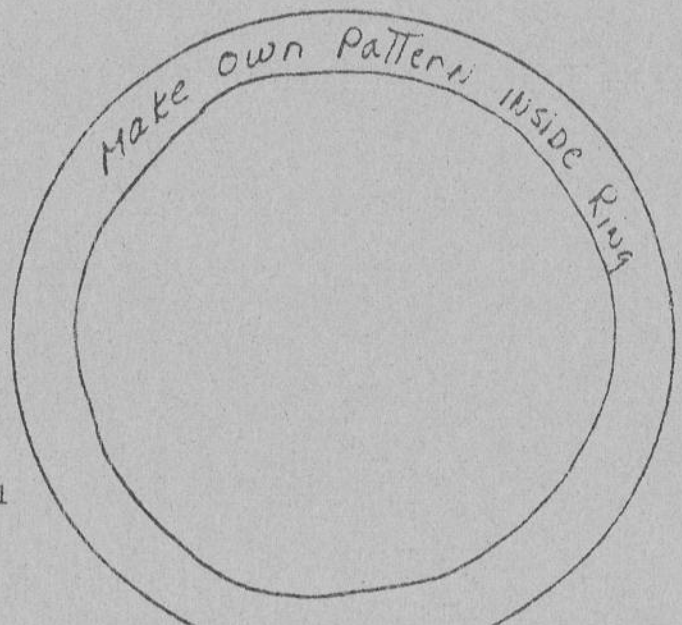
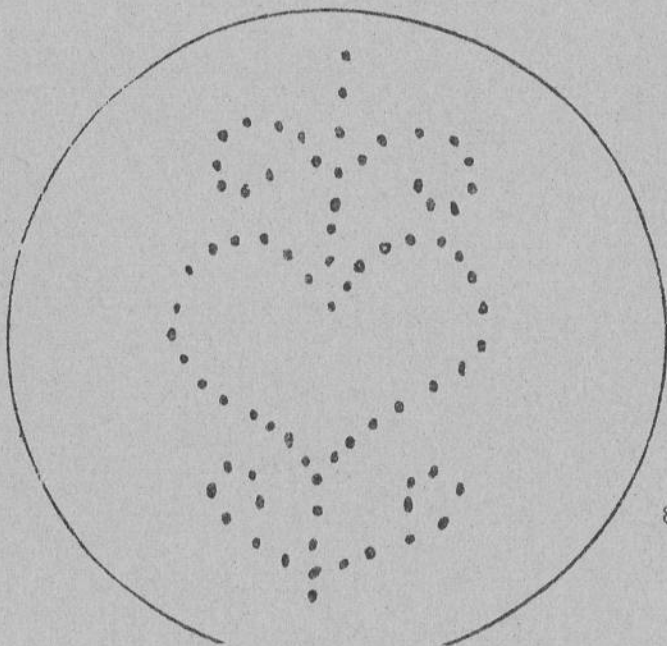
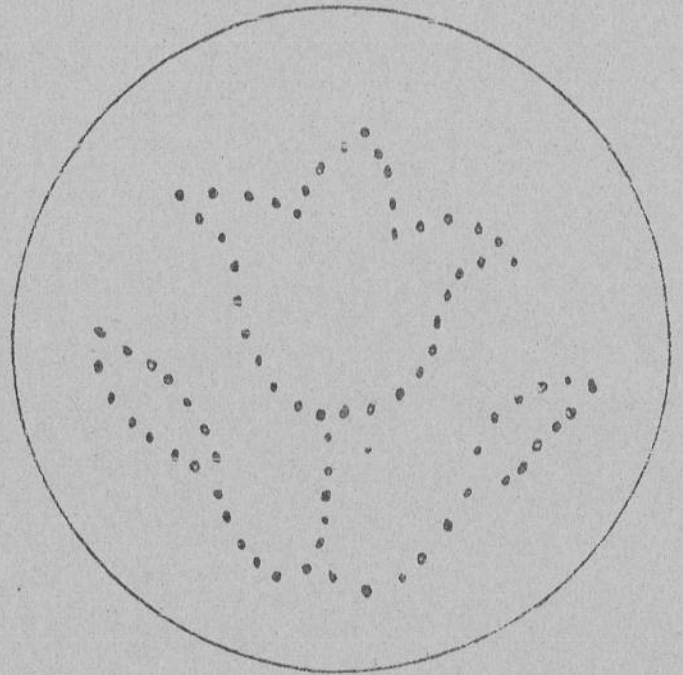
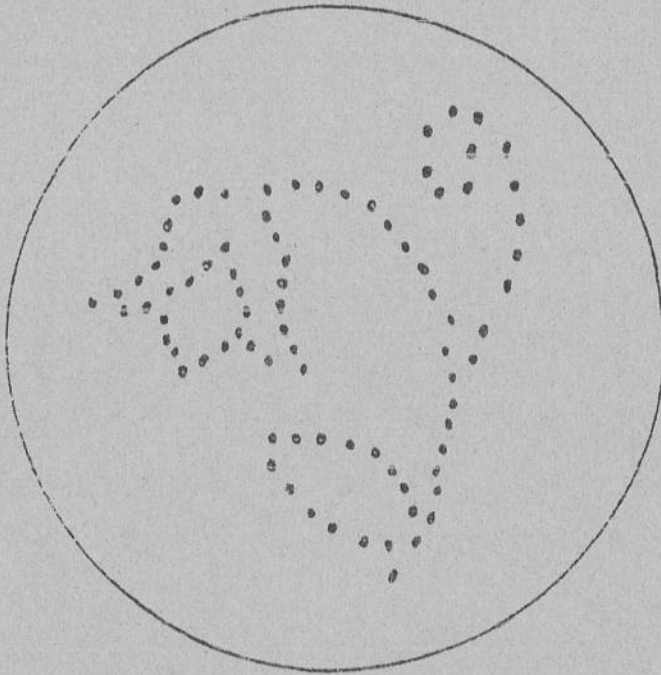
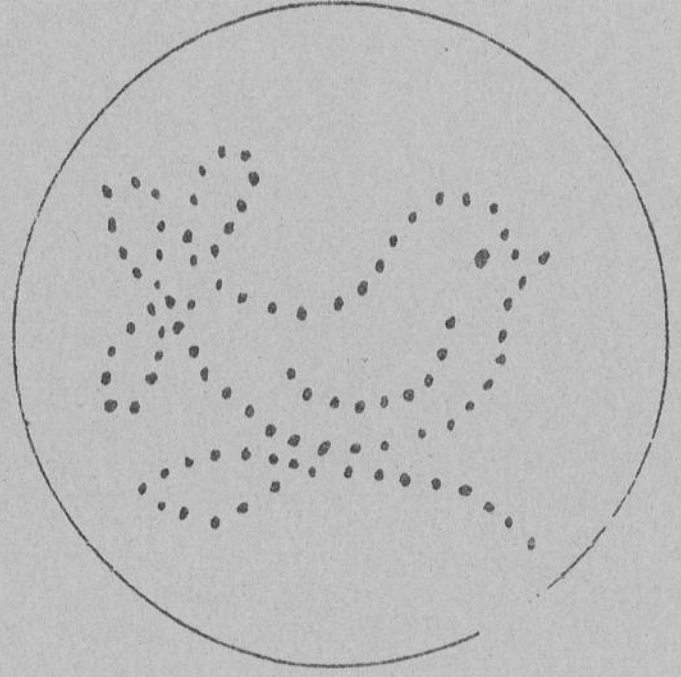
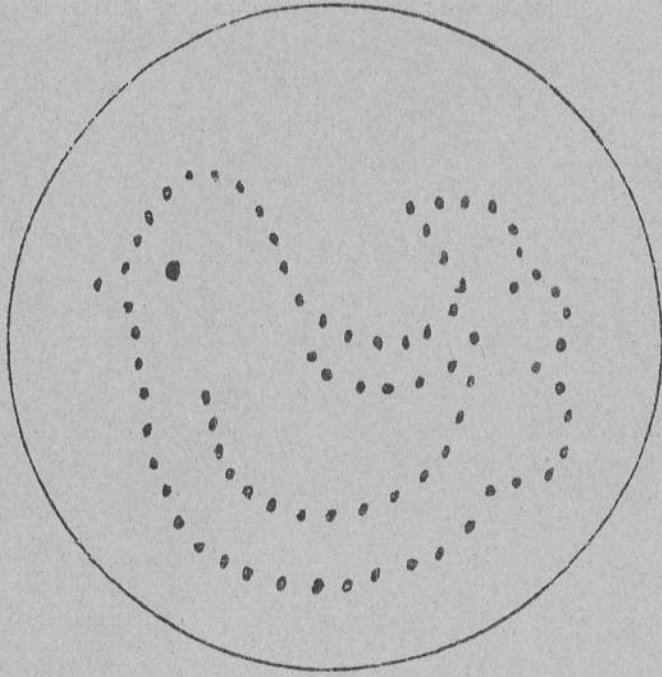
Grills are handy for toasting buns and making meats. At one end of your wire, bend up 1" as a prong for holding the meat. Then coil the wire around the prong to form a circular rack about 3" across. From another hanger, make a long narrow loop for a handle and twist end of grill around handle. To finish, slip a clothespin over the loop and wrap with plastic coated tape.

To make skewers for kabobs or toasting marshmallows, all you need is a long straight wire with a loop handle at one end.









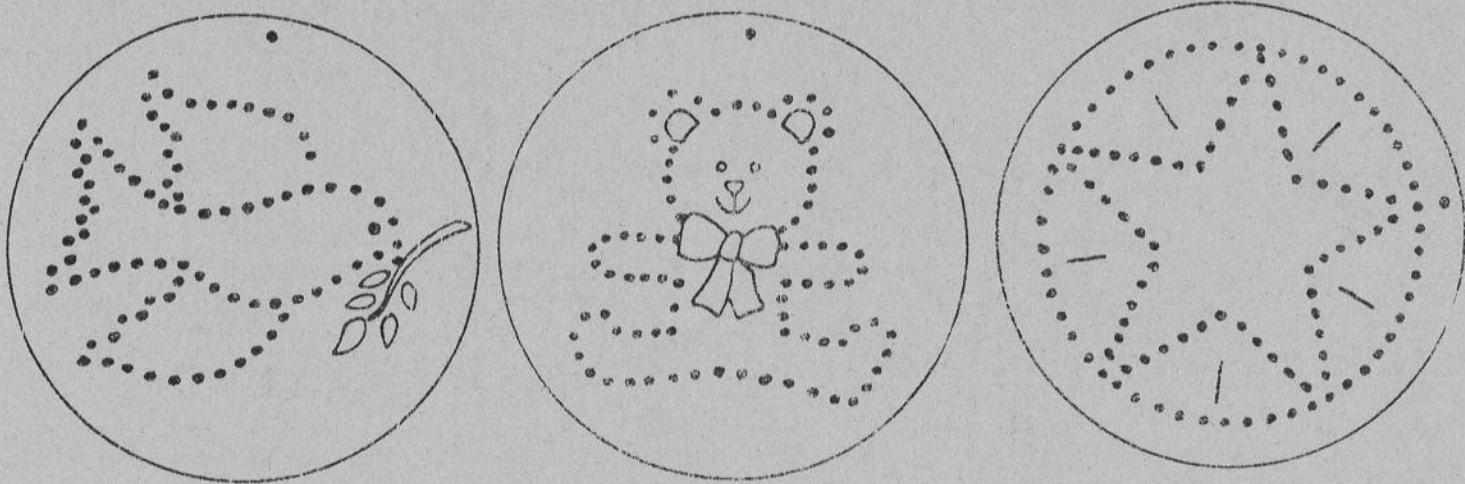
Make own pattern inside Ring

harder in some areas. Wash with mild soapy water, rinse with hot water, and dry immediately and thoroughly. AVOID ANY FURTHER FINGERPRINTING. HANDLE BY THE EDGES AS YOU WOULD A RECORD. The newly buffed copper will have a pinkish cast which will turn to a warm, coppery tone within months. Should any fingerprints show up after some time, simply re-buff them out. (If you wish to preserve copper and make it fingerprint proof, spray a light, even coating of clear gloss spray acrylic according to the label instructions making sure copper is dust-free.) We do not recommend the use of commercial copper cleaners - paste or liquid.

TIN: To remove fingerprint marks and oils, wash with mild soapy water, rinse with hot water, and dry immediately and thoroughly. DO NOT BUFF WITH STEEL WOOL OR ABRASIVES. Handle by the edges as you would a record. To make tin fingerprint proof, spray a light, even coating of clear matte spray acrylic according to label instructions making sure tin is dust free. This will also darken the tin somewhat.

\*Finished piece will fit standard frames. No backing is needed. However, you can also tack the tin or copper pieces onto a decorative wood plaque with decorative tacks. If you wish to display the finished piece this way, nail the metal to the board in the four corners only omitting the middle of each edge.

THE ABOVE DIRECTIONS ARE FOR A VERY NICE FINISHED PRODUCT. IF YOU WANT AN INEXPENSIVE, QUICK PRODUCT, USE THE ENDS OF JUICE CANS WHICH DO NOT HAVE THE EMBOSSED PRINTING. Follow the basic directions and the boys can have a lot of fun pounding different patterns.





## METAL PUNCH (COPPER OR TIN)

### 1. ASSEMBLE MATERIALS

Hammer  
Board (at least as large as  
tin or copper pane)  
Punch and/or chisel punch  
Masking tape  
Soft cloth  
3-D finishing nails (or  
small, thin nails-8 per  
package

Tracing paper  
Rounded felt-tip pen  
Scissors  
#0000 steel wool  
Tin or Copper Panel

### OPTIONAL

Spray acrylic (copper:  
clear gloss. tin:  
matte)  
Oil-based antiquing glaze  
Soft bristle brush

2. NAIL METAL TO BOARD - Choose better side. To make it easier to pound nails into metal, first make pierce marks with the punch 1/8" from edges in each corner and middle of each edge. This will also help you determine how hard to hit the punch or chisel punch in order to pierce through metal. (These will be hidden by frame.) In each pierce mark, pound nail straight into board halfway; then pound nail back away from metal. (Refer to \* on Step 5.)

3. PATTERN SHEET - Trace pattern including cutting lines. Cut along these lines, and center approximately 1/4" (unless otherwise stated on pattern) from edges and tape to metal.

4. PIERCE DESIGN - Start in center of pattern and work outward. Hold punch in center of each dot, and chisel punch on each line and hit as determined from Step 2. Keep in mind every hole needn't be perfect-this enhances handcrafted country charm. Do not lift pattern sheet until all dots/lines have been pierced.

5. FINISHING - Remove pattern sheet. If necessary, re-pierce any holes. If some of the piercing is lighter, it may be because of a knot in the wood. Lift and loosen nails and carefully remove in this order: MIDDLE NAILS FIRST, THEN THE CORNERS. Use either the claw of the hammer or pliers. Edges will curve up. Flatten by putting smooth side down on padded flat surface, such as newspaper padding, towels, carpet, etc. and use a rolling pin. Press down on the rolling pin as you roll it back and forth slowly.

COPPER: To remove fingerprint marks and scratches, buff entire piece with #0000 steel wool - you may have to rub

## Yarn and Nail Flag

Materials Needed: Red, white and blue cotton rug yarn or  
knitting worsted  
13 $\frac{1}{4}$ " x 18" plywood  
50 silver gummed stars  
 $\frac{1}{2}$ " headless brads  
metallic braid  
glue

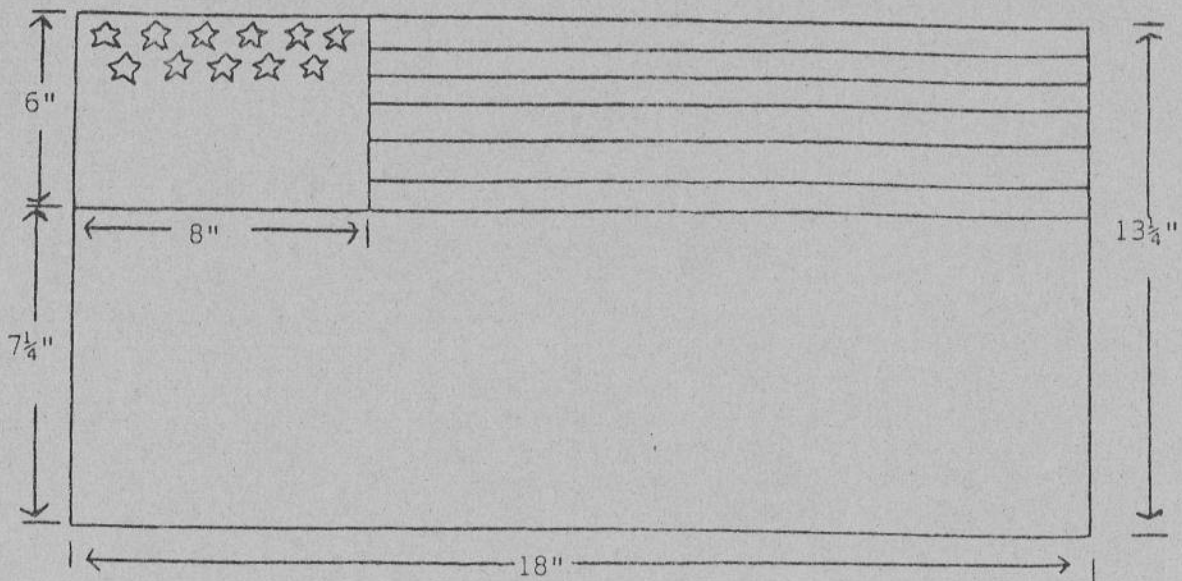
Sand the edges of the plywood until smooth. Along each short side, draw a line about  $\frac{1}{4}$ " in from the edge as a guide for inserting the brads. In the upper left hand corner, mark off an area 7" x 8" for the field of stars.

Hold the brads with pliers and nail them uniformly about half way in, every  $\frac{1}{4}$ " along the sides of the flag and the end of the field. You should have 52 brads along each side and 28 brads at the end of the field.

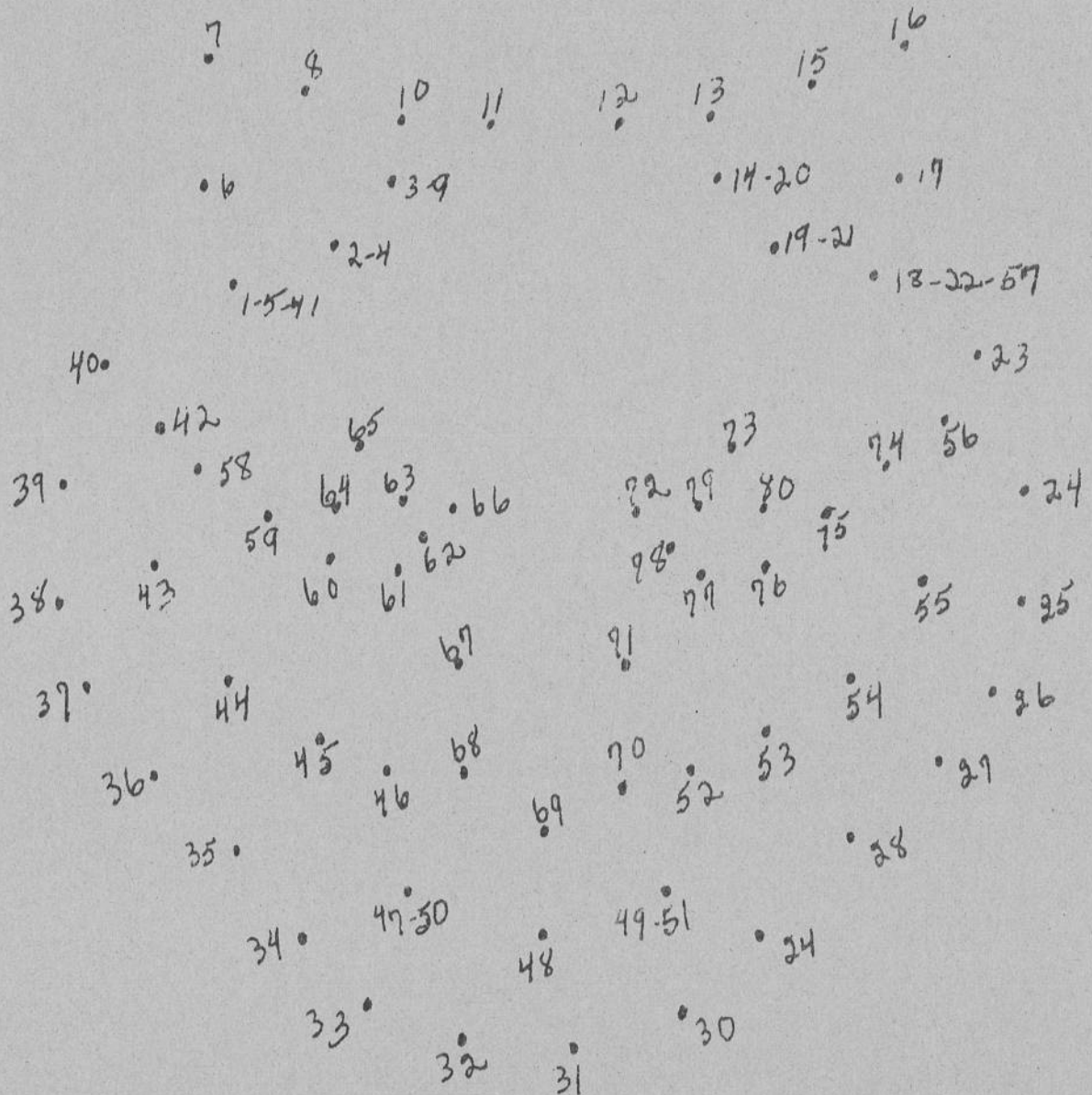
Each stripe uses four nails on each side. Begin by tying red yarn to the first nail. Bring the yarn back and forth around the nails tying off on the fourth nail. Continue with white yarn and alternate red and white stripes.

For the field begin at the upper left hand corner. Knot the blue yarn around the first nail and string as before. Tie off on the last nail at the lower right hand corner. Evenly space fifty  $\frac{1}{2}$ " gummed silver stars on the field. You should have 5 rows of six stars separated by 4 rows of five stars. When they are properly positioned, pick up each star with a pair of tweezers and apply a dab of glue to the back. Lightly press it onto the field. The glue will give it a more permanent bond.

Glue metallic braid around the outside edge. Attach a wooden easel to the back for table display or a picture hanger on the back for wall display.

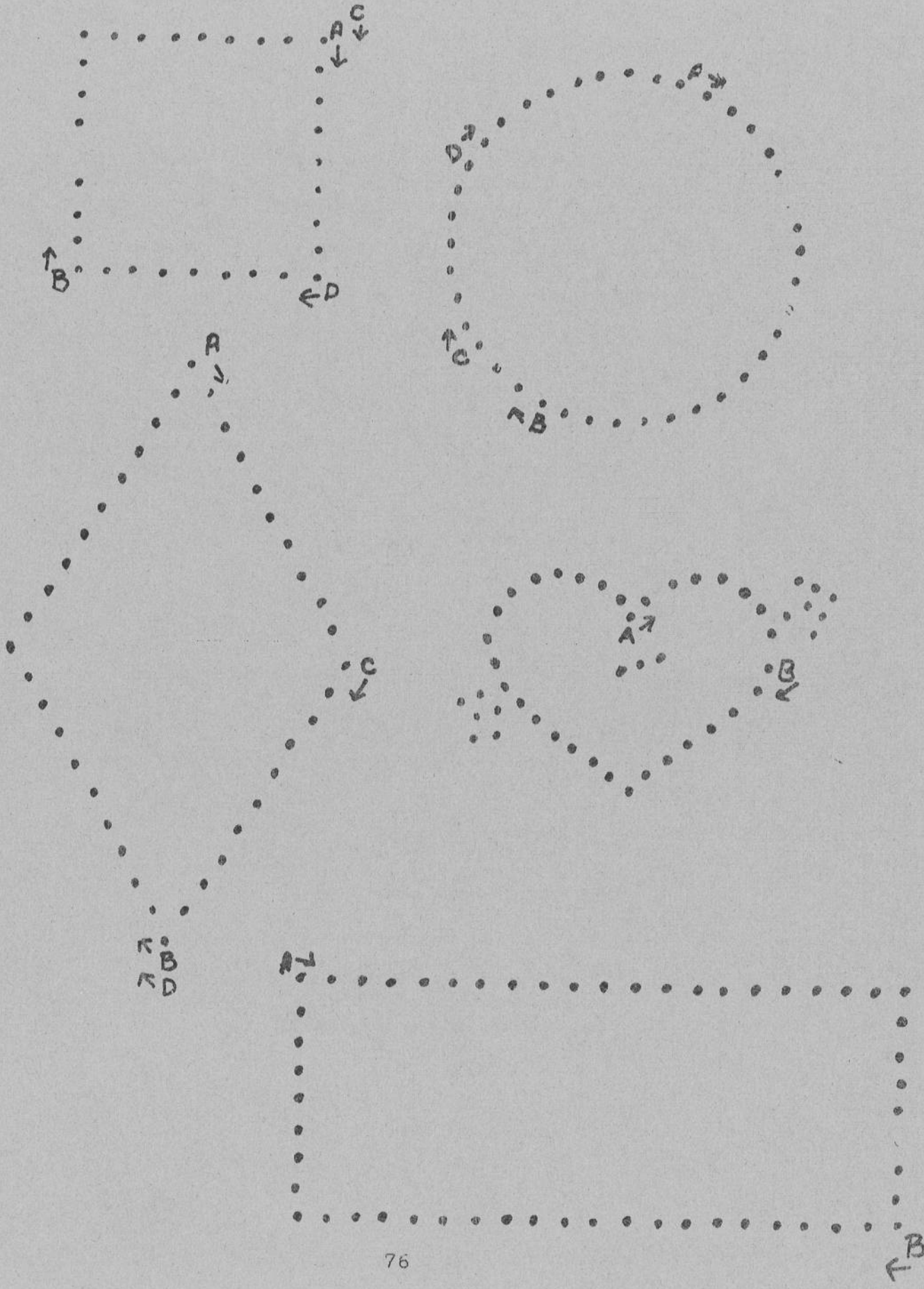


UNIVERSAL EMBLEM PLAQUE



A 10"x10" board is suggested. You will need 70 wire nails and 4 yards of bedspread crochet thread.

Tape or tie string to board at #1. Follow numbers 1-41 in sequence, wrapping around nails in the same direction, to make Wolf outline. Repeat to make a second row of string, excluding lower part of ears, which already have 2 rows. Proceed by following numbers 41-57 and back to 42 to make 2 rows of Wolf chin and mouth line. Start at #42 and go to 58. Then 59-64 twice for eye. From 64 go to: 59, 58, 65-74, 56, 74. Then 75-80 twice. From 80 go to: 75-65, 58, 42 and the starting nail to tie off.



## WIRE ART

### MATERIAL NEEDED:

Pliers, hammer, a ruler, a pencil and a design on paper. A protractor or compass, tape, wire cutters, a paintbrush & backboard of plywood, corkboard or particle board. Boards can be covered with velvet, vinyl, leather or felt. They can be stained or painted, and you need nails and 26 or 28 gauge wire, coated copper wire or metallic lame'.

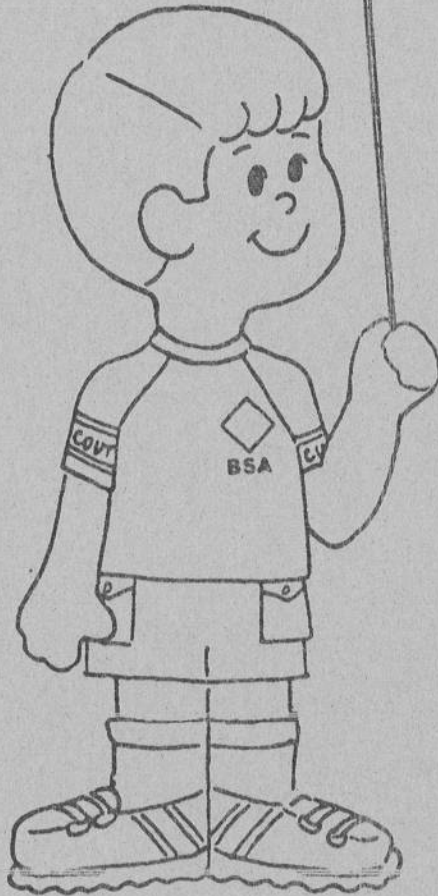
1. Center the pattern on your board and tape in place.
2. Pound nails into board at about a 1/4 to 3/4" spacing. Try to nail heads at about 3/4" to 1/2" height. The nail bar (if you have one will help with this).
3. After all nails are in, check nail height and straighten out any nails. Then remove the pattern.
4. Wrap wire around the first nail (A) and following your pattern to (B). If you use two layers be sure this first or base layer is pushed down to your board so you have depth.
5. Be sure to follow the arrows on the pattern and use a little tension on the wire. To finish, wrap the final wire a couple times around the last nail and clip off.
6. After the first layer is done, start the second layer. This wire stays at the top by the nail-head. Once again follow the arrows on the pattern and end in the same way as the base layer.
7. When the wiring is done, you can paint the wire with lacquer paint. Gold and silver works well. Use a strip of cardboard between the layers so you can paint the layers and not mark the board. Two coats of paint are usually needed.

There is only one world,  
the world pressing against  
you at this minute.

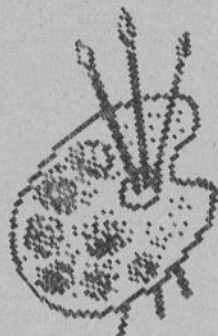
There is only one minute in  
which you are alive,  
this minute—here and now.

The only way to live  
is by accepting each minute  
as an unrepeatable miracle.  
Which is exactly what it is,  
a miracle and unrepeatable.

TIN PUNCH  
& WIRE ART



- Pear Award  
Mount a plastic pair on a base. For the Husband and Wife team who are a great pair.
- Raise in Pay  
Mount a small box of raisins on a plaque or base. For the person who deserves a raise.
- First Aid Award  
Mount or present a band-aid to person who aided you with the Pack.
- Bug Award  
Mount a bug made of chenille wire or present a plastic bug to the person who bugs you to do your best.
- Heads Award  
Mount a coin "heads" up. For the person "Heads above the rest"
- Candle Award  
Mount a candle on a base. For the person who really lights up your program.
- Heart Award  
Present a large heart of plastic, cardboard or wood. For the person who is all heart.
- Broom Award  
Present a small child's broom or whisk broom to the person who sweeps away all your problems.
- Top Hat Award  
Make a top hat out of heavy paper and present it to the person who you take your hat off.
- Heart and Soul Award  
Glue a small heart to a piece of wood or cardboard that is cut out in the shape of a sole of a shoe. For the person who put their heart and soul into the program.





Fire Hat Award	Mount a small fire hat on a base. For the person who came to your rescue.
Wooly Mitten Award	Cut a mitten shape from fake fur. Attach a cord and hand around the neck. For those who participated in a winter event.
Cone Award	Mount an ice cream cone on a base. For the person who can lick any job.
Hop To It Award	Mount a plastic frog, or a frog sticker on a plaque. For the person who hopped to it and got the job done.
Puzzle Award	Cut a puzzle shaped piece of cardboard, and write the name & date of the event. For the person who made everything fall into place.
Spark Plug Award	Paint a spark plug gold, hang it on a string, or mount it on a base. For the person who put spark into your program.
Live Wire Award	Form a wire into the words "Live Wire" and mount on a plaque. For person who is a "Live Wire" in your Pack.
Footballer Award	Glue wiggle eyes on a small football. For the person who isn't afraid to tackle any job.]
Fire Cracker or Dynamite Award	Paint a cardboard tube red, place paper over the ends, and insert a string for a fuse. For the person who did a band up job.
Duster Award	Present a feather duster to the person who always does the dirty work.
Top Award	Present a small toy top to the person who is "Tops" in your Pack.

Good Egg Award	Spray a Leggs egg with gold paint, or make one from salt dough. For a leader who came through, or didn't crack under pressure.
Bonafide Award	Spray gold or cover with varnish a dog bone for the leader deserving an "Award"
Genuine Diamond Pen Set	Mount a dime and a pen on a base. This award could be presented to a Pack treasurer, or secretary.
Silver or Gold Spoon	Spray paint a plastic spoon gold or silver. For the person who really digs in to help.
Whisk Award	Small whisk. For the person who is un"Beat"able at whisking away our troubles.
Top Banana	A plastic banana or a Dole Banana sticker. For the person who is in charge.
Life Saver Award	Mount a Life Saver on a base For the person who "Saved You".
Kiss Award	Mount a Hershey kiss on a base for the person who deserves a big Kiss
Helping Hand Award	Mount a cut our of a hand on a base. For the person who was willing to lend a hand.
Write on Award	Present a pencil to the person who is on the "write" trail.
Lollipop Award	Mount a lollipop on a base. For the person who can't be licked.
Order of the Nut.	Mount small metal nuts on a base, or use edible nuts. For the person who is a little nuts.
Apple or Banana Award	Use a real or plastic apple. For the person with lots of appeal.
YDG Award	Cut the letters Y, D & G from vinyl or leather. Tell the person "Ya Done Good"

#### PLASTER:

There are several Cub Scout related plaster molds available from the Council Trading Post. Cake decorating departments of craft stores also offer a variety of candy molds that plaster can be poured into. Decorate these with paint, and they make great awards. Neckerchief slides can be made by inserting a wire ring into the plaster before it sets.

#### TROPHIES:

Recycle old sports trophies by removing the top and adding a pinewood derby car or appropriate item. You can also spray a pop can or inverted sardine can gold and place a pinewood car or other item on top of it.

#### AWARDS

#### HOW TO USE

Tiger Tail

Issue each Tiger Cub a necklace of lacing and award an orange bead for a group or pack activity.

Key to Successful Scouting

Cut out a key for the leaders who are the key to the success of a program.

Measure Up

Give a six inch ruler to the leader whose performance sets the standards.

Our eyes are on You

Wiggle eyes glued to a ribbon for the leader sets the example.

Pedro Salutes

Glue 3 clothes pins together, add twine for a tail and wiggle eyes. for the outstanding job or leader who carries the heaviest load.

Class A or Flying A

Cut the letter "A" with wings out of heavy cardboard or wood. Spray paint gold for a first class effort.

Order of the Bear

Any type of bear, given to the leader who did a "Beary Good Job" made things "Bearable" or did his or her "Beary Best"

Helpful Paw

Use ink and make paw prints on a rounder to for the leader who lent a "hand" or "paw".

## INSTANT RECOGNITIONS:

These can be made at the last minute if you carry with you some of the following article. An appropriate message can then be written on it at the pack meeting.

1. Streamers can be made from wide ribbon with a cord hanger at the top. Using a pen, or marker write a message on the streamer at the pack meeting.
2. Patches can be made from vinyl upholstery material, or leather cut into a desired shape ( circle, diamond, arrowhead) cut a slit into the material so it can be attached to a button on a shirt. Markers can be used to write a message.
3. Certificates can be purchased from the Boy Scout Service Center that say "Thanks" and can be signed at the last minute. You pack can design a certificate and have photocopies on hand for last minute recognitions.

## RIBBONS:

You can attach cord, yarn or lacing to ribbon by three methods.

1. Use a paper punch to make a hole.
2. Insert a grommet.
3. Fold the top half inch over to make a flap.

Decorate with metallic markers, sharpie markers, stickers, or by using a stencil or a rubber stamp. Teachers' supply stores are great for stickers saying "Wow", "Super", and "Good Job".

## PLAQUES:

Plaques can be made from several different items. Examples are:

Scrap wood	Lids from deli containers
Cardboard	Disposable plastic plates
Fast food containers	Rounders of vinyl or leather

Mount your award on one of the above items, and present to the person who aided you with your program.

You can also pour one half inch of plaster into a container and insert a pull top or wire ring to make a plaque.

Decorate plaques with stickers, pictures, felt or wooden cut outs, miniature toys, party favors or food (Life Savers, nuts lollipops and candy kisses) Cover edible items with varnish, glue or Mod-Podge.

# Homemade Recognitions

There are many adults involved in the Cub Scouting program that do their best to make the programs in their Packs fun and exciting for the boys.

These volunteers do not always hold a specific Position in the Pack, but their efforts need to be recognized.

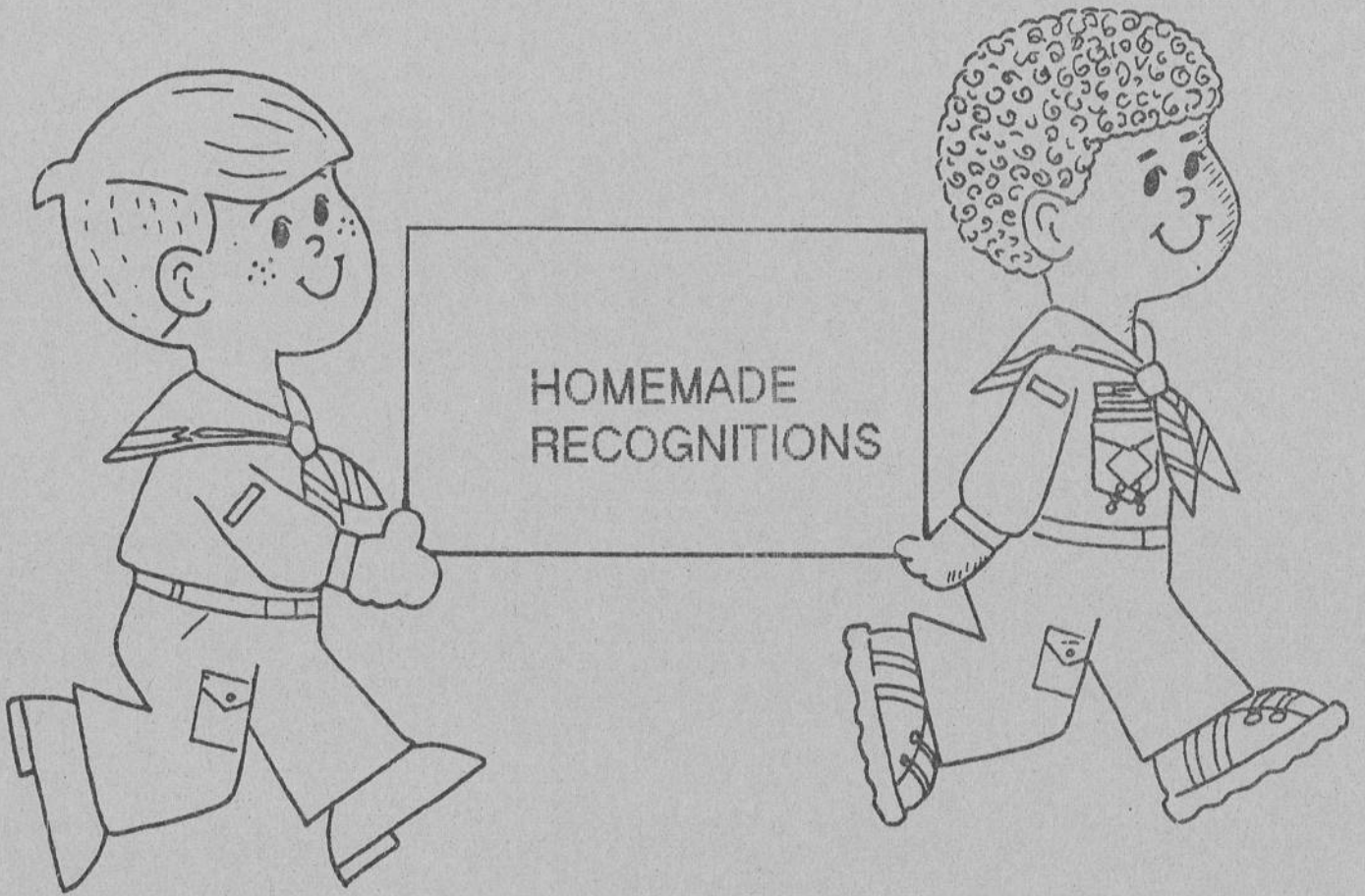
The ideas that follow will help you think up new and different ways to recognize what the adults do for your Pack.

Most of the ideas in this section are made from items found around the house. Some things can be bought at variety or toy stores.

Have fun making and presenting your awards. Remember your only limit is your own imagination

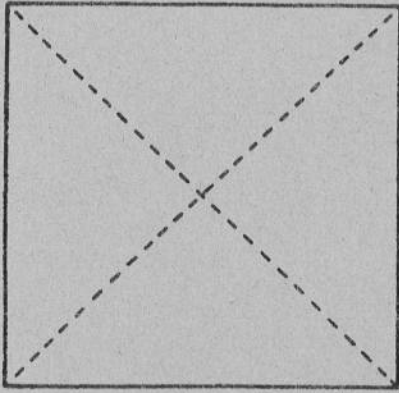
by  
**Bruce & Nancy  
Schuchard**

To be a friend we should be  
sensitively responsive to the  
dreams and aims of others and  
should show sincere appreciation  
for the contribution others make  
for the enrichment of our lives.



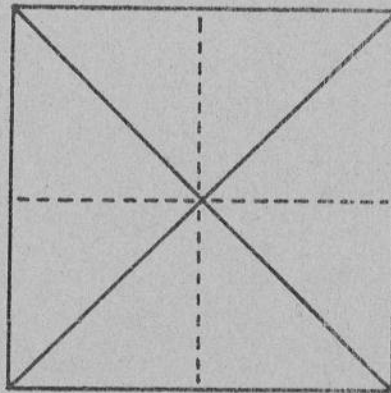
HOMEMADE  
RECOGNITIONS

1



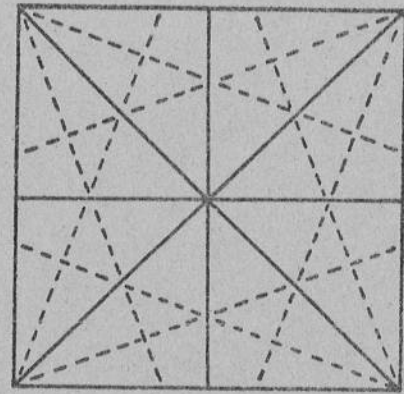
Fold square diagonally. Unfold.

2



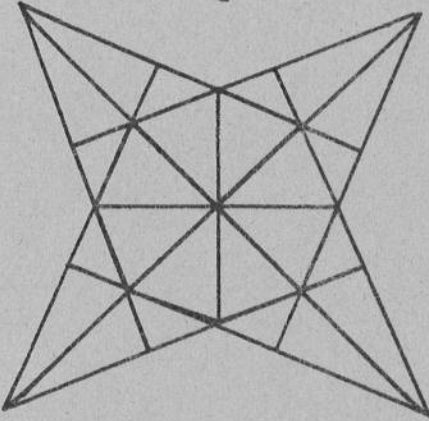
Fold square in fourths. Unfold.

3



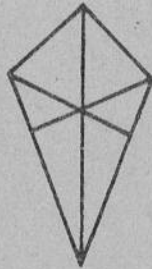
On each corner, bring sides of paper to diagonal line and crease.

4



Push in four sides to form a four-pointed star shape.

5



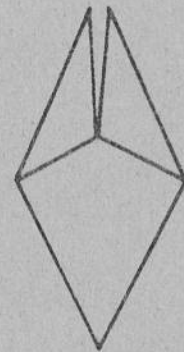
Star is made up of four kite shapes, making a front and a back kite, and two inward folded kites.

6



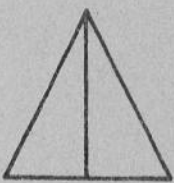
Fold up top layer kite shape. Turn over and lift that top layer also.

7



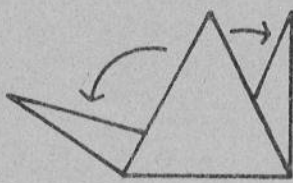
Open top right side like a book. Turn over and open like a book to reveal what appears to be an animal character with ears.

8



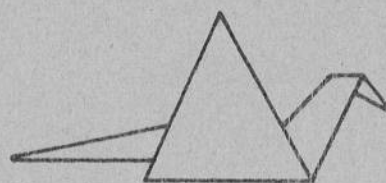
Fold nose to top of ears. Then turn over and repeat to form a triangle.

9



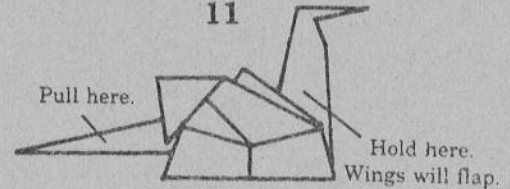
Pull out inside points and crease.

10



Pull small section of outside point down to form head of dove. Curl wings down.

11



Pretend to fly the bird.



## WALNUT MOUSE

**MATERIALS:** 1/2 empty walnut shell; red and gray felt; cotton balls; 1/2" white pompon; white paper, black sequins; 1/4" shiny black bead; hole punch; black thread.

### **DIRECTIONS:**

1. Trace shell on gray felt for back piece. Trace quarter twice for gray ears. Cut 1/4" X 3" strip for tail.
2. On folded red felt, mark triangle with 2-1/2" side on fold, and a 1-3/4" base; connect ends for hypotenuse. Cut out and overlap/glue hypotenuse edges to make pointed hat.
3. Glue back piece and tail (tucked under top edge of backpiece) to open side (back) of shell.
4. Glue bottom of hat toward top of shell (at same end where tail extends). Tear 3 cotton balls and glue this "fur" on shell around edge of hat.
5. Cut 1/2" slits in edge of each round piece and pleat/glue to make ears; glue to side of face, tops overlapping fur.
6. Punch 2 white paper holes for eyes. Glue to face near "fur" and add black sequin pupils.
7. Glue four 2-1/2" lengths black thread inside bead hole for whiskers. Glue bead to face.
8. Fold down point of hat and glue white pompon to it over "fur".

## Origami Drinking Cup

What is "Origami"? It's the special Japanese art of paper folding. Pronounce it: or-i-gah'-me. Then try this easy version of origami - fold yourself a drinking cup.

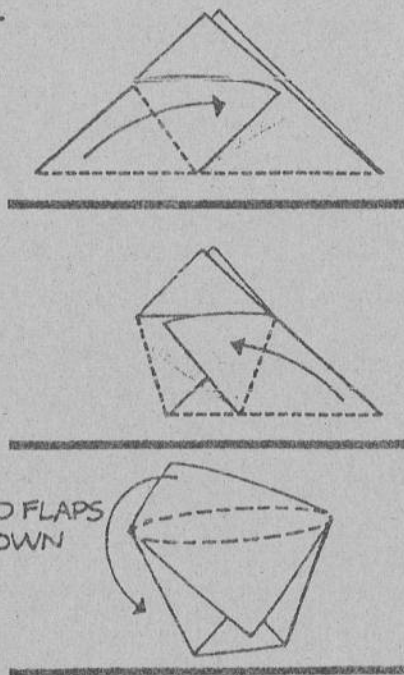
You'll need:

White paper  
A ruler

Scissors  
A pencil

1. Measure and cut an 8" paper square. Fold square in half, forming a triangle.
2. Crease all fold lines sharply. Fold left corner to middle of right edge.
3. Fold right corner to top of left fold. Now fold down triangle flaps at top of cup.
4. To open cup, press in slightly on fold lines. Pour some water in your cup and take a drink!

Are you planning to take a hike or explore a nearby mountain? Make an origami cup before you start your journey, and tuck it in your pocket. It'll be a fun way to get a drink when you come to a drinking fountain or a farmer's pump.



PING-PONG BALL SNOWMAN  
MATERIALS: Two Ping-Pong balls, white glue; 3/4" dia. screw cap from small bottle; felt (color should match that of lid); 8" ribbon for scarf; fine-point felt tip permanent black marker; sturdy rubber band.

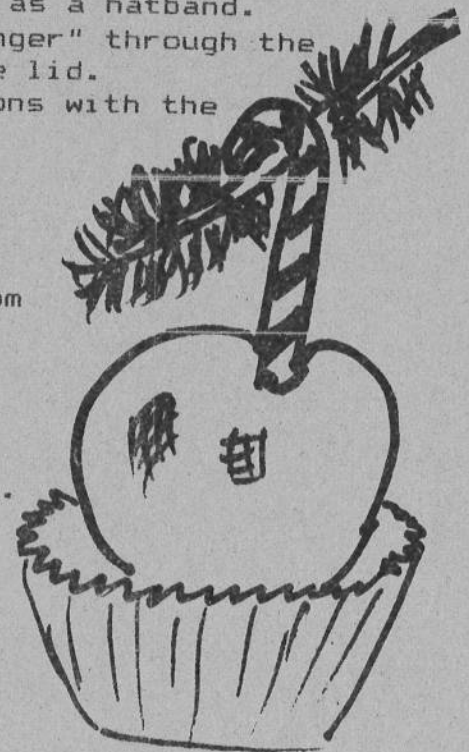
DIRECTIONS:

1. Make a dent in one Ping-Pong ball by pressing its surface with your thumb.
2. Fill the indentation with several drops of glue and top it with the second ball. Wrap a sturdy wide rubber band around the two balls to hold them together. Let dry overnight.
3. Cut a circle from a piece of felt about 1-1/2" in diameter for the hat brim. Remove the rubberband from the snowman and glue the felt circle on its head. Spread glue around the bottom edge of the bottle cap along the bottom perimeter (along the inside edge) and center it on the felt piece. Allow to dry thoroughly, then glue on a thin ribbon as a hatband.
4. Thread a needle and make a loop "hanger" through the felt hat on opposite (ear) sides of the lid.
5. Draw on the snowman's face and buttons with the permanent marker.
6. Tie on ribbon scarf.



CANDY APPLE  
MATERIALS: Red wood macrame bead, 1-5/8" DIA.; 3 artificial candy canes from craft store; 1 fluted candy paper liner with holly design; fast drying white glue or glue gun.

DIRECTIONS: Glue bead to paper liner with hole at top. Fill bead with glue (work fast) and insert cane immediately. When dry, hang on tree from hook of cane.

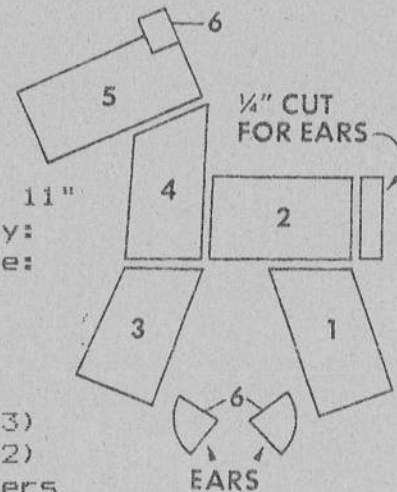


## CORK HORSE

**MATERIALS:** 5 corks saved from wine bottles: 5" length of 1" wide plaid taffeta ribbon: 2-1/2 yds. red yarn: 11" green gift-tie cord: 1 rd holly berry: spring of lycopodium from craft store: two 5mm black pompons: sharp utility knife: one short straight pin: thin cardboard 3/4" by 8" long.

### DIRECTIONS:

1. Cut slanted edges in legs (1 and 3) and neck corks. Cut 1/4" off body (2) cork. Cut this small piece in quarters and save two of them for ears (6).
2. Using hot glue gun, glue parts together in this order, following diagram: 1 to 2; 3 to 4; 4 to 2; 5 to 4; 6 to 5. Wait 30 seconds for glue to grab after each application.
3. Cut ribbon edges at angle and glue ("saddle") to body, points at front.
4. Tail: Cut eight 1-1/2" lengths red yarn and tie at center with red thread. Hot-glue to horses' hind.
5. Mane: Wrap red yarn loosely but close together around 4-1/2" of the cardboard. Push close together in cardboard (to 2-1/4") and backstitch by hand with red thread, being sure to catch all the loops. Slip from the board and use a thin bead of hot glue to affix "seam" from top of face in 5, over head between ears and down neck (4), stopping just above body.
6. Fold green cord in half and tie neckband knot at ends. Slip fold down into mane behind ears and (separating mane loop so you can see) affix cord with the straight pin.
7. Bridle: Use drop of hot glue between 5 and 4 and place lycopodium and berry.
8. Use craft glue to place pompon eyes of face at either side of mane where it begins.



ALL KIDS LOVE TO DECORATE THE CHRISTMAS TREE.  
HERE ARE SOME EASY DECORATIONS THEY CAN MAKE  
THEMSELVES.

**Rudolph was never so cute  
and simple as he is here!  
With just tacky glue, a  
plastic candy cane, and a  
few basic supplies, anyone  
of any age can create  
him in minutes**

Here's a sweet little reindeer kids will love to make! Using a plastic candy cane for a body, he proudly carries chenille antlers and red pompon nose. Because he's so easy, he's perfect for any age child and group projects.

For one reindeer, you will need: one 7-inch plastic candy cane with loop hanger, one 12-inch brown chenille stem, two 7mm wiggle eyes, one 1/4" inch red pompon, 10 inches of gold cord, and white tacky glue.

To make the antlers, cut the chenille stem in half. Center one piece under the crook of the dandy cane, bend ends straight up, and tightly twist together once. Cut the second piece of chenille in half again. Twist each piece around the ends of the chenille half, 3/4" from the top.

Glue wiggle eyes close together, 1" below antlers. Glue pompon nose below eyes.

Thread gold cord through hanging loop and knot ends together.





LITTLEST ELF

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Greene  
Plastics  
Corp.

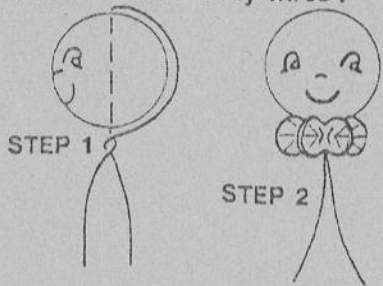
**THE BEADERY**

The Beadery Division of Greene Plastics Corp.  
Box 176, Hope Valley, RI 02832

Elves come in all sizes and shapes. These "Littlest Elves" made with the new Headliners head beads, SUNBURST®, Faceted Beads from THE BEADERY and felt are simple to make. Their sparkling personalities will add special cheer to your Christmas tree.

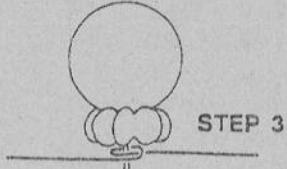
Supplies: (1) 16mm Headliner Head Bead - Fleshtone; SUNBURST Beads in the following colors and quantities: Ruby - (3) 18mm, (16) 12mm, (14) 10mm; Crystal - (5) 12mm; Faceted Beads in the following colors and quantities: Emerald - (2) 8mm, (2) 6mm; (1) 4mm Round Bead - Silver Washed or Imitation Silver; (17" length) 24 ga. wire; (2" square) red felt; scrap of yellow yarn; wire cutters; long-nose pliers; scissors; hot glue or clear drying craft glue; Monofilament line or thread and needle.

STEP 1: Cut a 10" piece of wire. Center the 16mm Head Bead on the wire and wrap the wire from the top around the back of the head to the bottom. Twist wires together to hold bead. These are the "body wires".

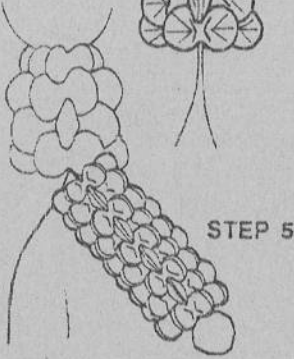
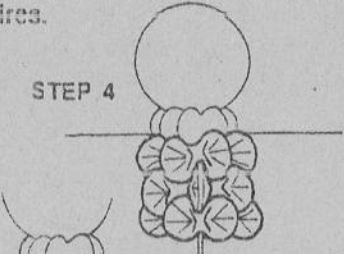


STEP 2: Holding body wires together, string on (1) 12mm Crystal Sunburst Bead. Push this bead up close to the Head Bead.

STEP 3: Cut a 7" piece of wire. Wrap this wire once, in half tightly around the body wires: these are the "arm wires".



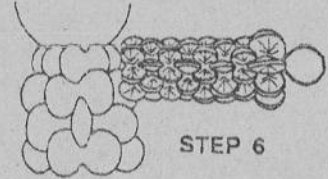
STEP 4: String (3) 18mm Ruby Sunburst Beads onto both body wires.



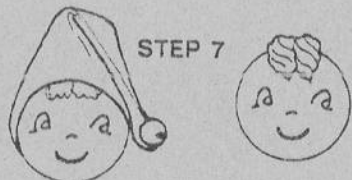
STEP 5: Spread body wires apart. On each body wire string (8) 12mm Ruby Sunburst Beads, (1) 12mm Crystal Sunburst Bead and (1) 8mm Emerald Faceted Bead. Make sure beads are nested together. Tightly knot on the last bead. Cut off excess wire except for 1/4". Bend this

1/4" back against the bead.

STEP 6: On each arm wire string (7) 10mm Ruby Sunburst Beads, (1) 12mm Crystal Sunburst Bead and (1) 6mm Emerald Faceted Bead. Make sure beads are nested together. Tightly knot on the last bead. Cut off excess wire except for 1/4". Bend this 1/4" back against the bead.

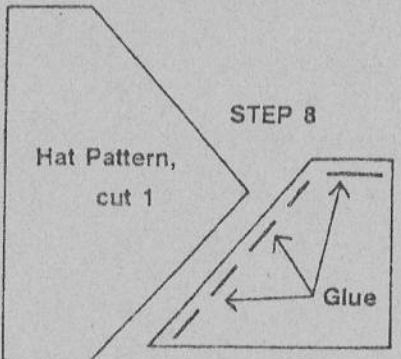


STEP 7: Glue (2) 1/4" pieces of yarn on the forehead for "bangs".



STEP 8: Cut hat pattern out of felt. Fold hat in half and glue back seam. Glue hat on head with the seam in the back and allowing ends of yarn to show. Fold the tip of the hat over, glue down and attach the 4mm silver Round Bead to the point.

The Elf may be suspended from a piece of thread or monofilament line stitched with a needle through the top of the hat.



With a few basic craft supplies and five cinnamon sticks, you can make yourself a dear little deer for the Christmas season.

Supplies: Pom poms\*: (3) 1-1/2" tan, (2) 3/4" white & (1) 5mm red; 2"x3-1/2" pc. red felt; chenille stems: (1) tan & (1) dark brown; (2) 10mm wiggle eyes; (6" length) 3/4" wide red/green plaid ribbon; (1) 10mm jingle bell; Aleene's Designer Tacky Glue in the Mauve Jar (or) Ad Tech's Crafty Magic Melt (cool) Glue Gun and (5) cinnamon sticks. Note: Four of the cinnamon sticks will be used for legs. They should be the same length (about 4-inches) and approx. the same diameter so deer will look balanced and will stand straight. Only a piece of the 5th cinnamon stick will be used for the neck and can be smaller around. Also, the blanket can be decorated around the edge with green, silver or gold glitter squeeze paint.

\*Aldastar Puffy Poms were used in the sample project.

Separate the fibers in two of the 1-1/2" tan poms to find the center. Add a good dab of glue to one of the centers and then glue the two centers together for the deer's body.

Cut blanket from red felt using the pattern overlaid on this article.

The cinnamon sticks will be glued to the sides of the body for legs (fig. 1). Make sure that the

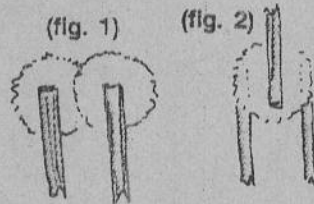
Designed by  
Jan Atwood SCD

The Pin Cushion  
Bellows Falls VT

legs are the same length so the deer will stand. (If there is a little difference, glue it a little higher or lower on the body to adjust - the blanket will cover the top of the sticks.)

Spread glue on the underside of the blanket and glue in place over the deer's back. (This also helps to further secure the legs.)

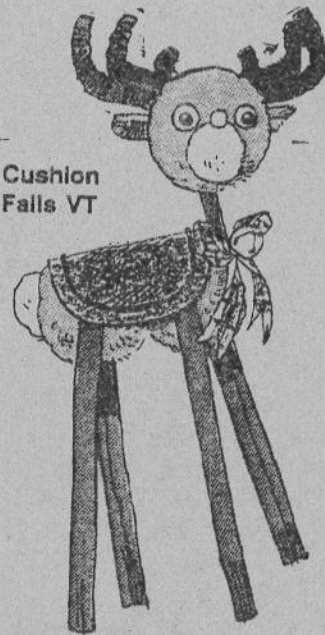
Cut a 2" length of cinnamon stick for a neck. Glue to the front of the body (fig. 2).



Tie a bow from plaid ribbon. Add a good dab of glue to the back and glue in place at base of neck - this also helps to further secure the neck.

Separate the fibers on the last 1-1/2" pom. Add a dab of glue to the center and attach to the top of the stick neck. Pinch the fibers back in place around the stick to secure.

Cut one of the white poms flat on the back and glue in place on face for muzzle. Use the picture as a guide to glue the eyes in place just above muzzle and the



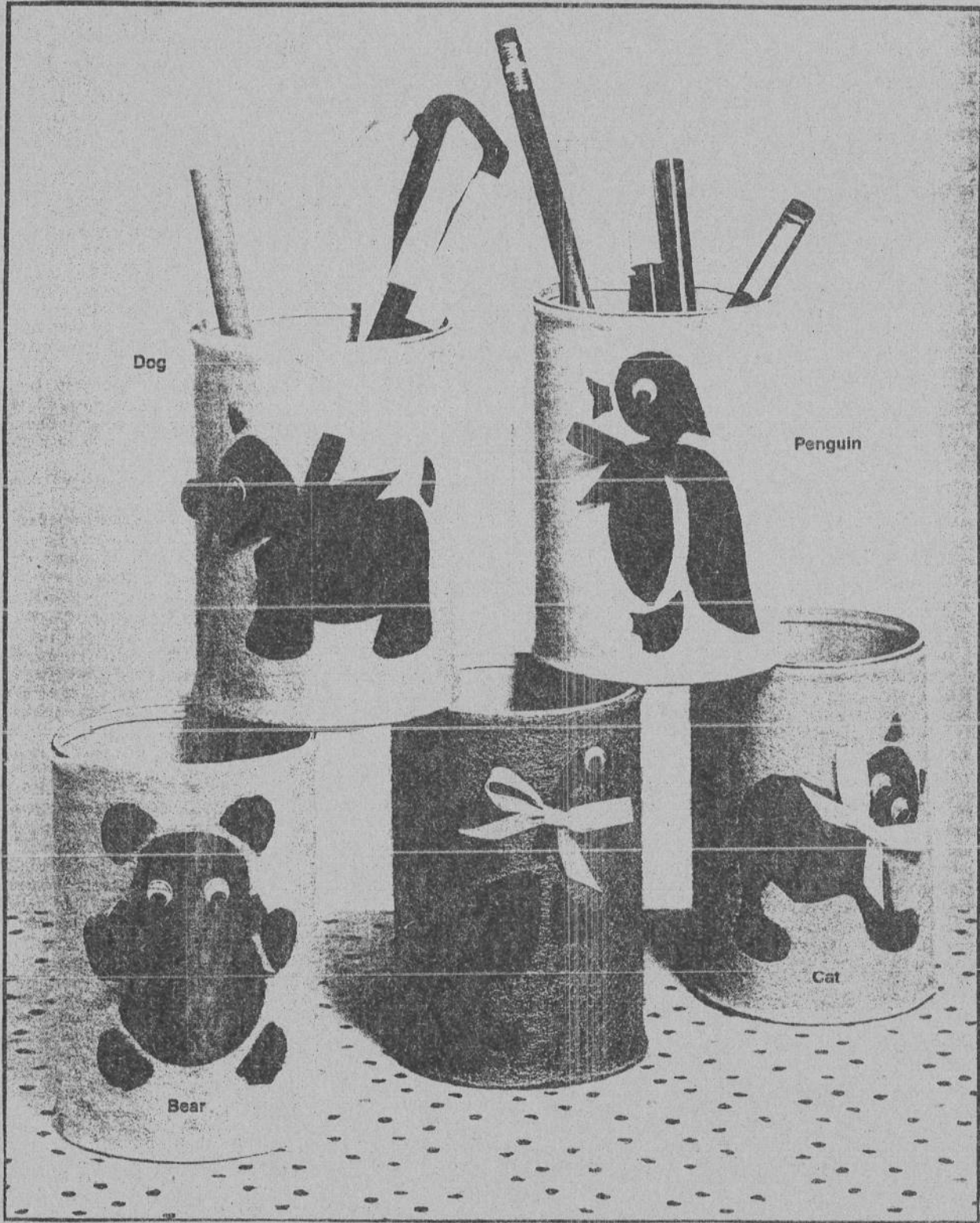
nose on the top portion of the muzzle.

Cut (2) 2" lengths of tan chenille stem. Bend each in half for ears. Using the picture as a guide for placement, use your little finger to make a "hole" in the fibers of the pom. Add a dab of glue to the ends opposite the bend and glue into the holes. Pinch the fibers around the bottom of the ears to secure and round out the head pom.

Cut the dark brown chenille stem as follows: (1) 5", (1) 4" and (1) 3". Lay one on top of the other in order of size with the largest on the bottom. Twist in the center to secure. Separate the fibers on the top of the deer's head, add a dab of glue to the twisted portion of the stems and glue in place. Pinch the fibers around the glued portion to secure and round out the pom. When the glue is completely dry, use the picture as a guide to shape antlers.

Separate the fibers on the last white pom, add a good dab of glue and attach for tail. Glue the bell in the center of the bow. When all of the glue is completely dry, you can stand the deer up and decorate the blanket with squeeze paint, if desired.

**LITTLE DEER**



# PENCIL HOLDERS

Using sponges and waterbase paints, you can teach your students the basics of stenciling with these felt-covered pencil holders. Children will love stenciling the bear, cat, dog, goose, or penguin then displaying it on their desks at school!

By Cindy Groom Harry

**STENCILING** – OH NO! Many of you probably think that it's too messy for kids, too expensive for a group project, and too much work for the teacher!

Well it's not true! These stenciled pencil holders go as smoothly as any other project and cost less than 50¢ per design. There are no expensive pre-cut stencils – just ones you can quickly and easily cut from stencil paper. There are no expensive stenciling brushes – just a household sponge you cut into manageable mini sponges.

By using waterbase stencil paints, cleanup is a breeze and the whole project can be done in one sitting! And the kids love the results. As one little boy said, "It's fun to plop on the paint in a blob, take off the stencil, and like magic . . . a bear!"

You'll like the magical results as much as the kids. With the reusable stencils you've made, you can repeat this how-to with as many groups as you like – Sunday school, Scouts, 4-H . . . Happy Stenciling!

## KID TESTED!

**For Ages:** 6 and up

**Approximate Cost Per Project:** 48¢

**Approximate Class Time:** 45 minutes

## Planning:

1. Read all instructions and make a sample of each design.

2. Cut sponge into approximately 1x1½-inch pieces. Use one per student.

Cut ribbon, felt, and stencil paper following measurements given in Materials' Box. Pretie bows for younger students if desired.

3. Place a piece of stencil paper over each pattern in the pattern section, centering design, and trace with marker.

Use small craft scissors to cut stencils. For ease in cutting, snip a small rough circle in each design area, then cut the exact shape

with scissors' handles under stencil and blades pointing upward.

4. Decide if you will have all students stenciling separately or in pairs, depending on the amount of work area available and the number of students. If pairing students, you need half as many stencils and students will have to agree on color and stencil used.

Use each cut stencil to trace and cut as many more as needed.

5. Place all supplies on a front table. Cover student work area with newspapers. Have sink or bucket of water and paper towels ready. Tear four 4-inch strips of tape per student and stick the end of each to edge of front table.

6. Spread newspapers in a well-ventilated area and spray several coats of white paint on inside of cans.

7. If having a meeting or lunch, hold it after the felt has been stenciled to allow drying time before wrapping it around can.

## Materials:

Felt\*, assorted colors, 4x9 inches per student

Stencil paper, transparent, 3½x4 inches per student

Paint\*: stencil, assorted set of 10 ½-ounce containers; spray, white, 16-ounce can

Ribbon, satin, ¼-inch, assorted colors, 6 inches per student

Wiggle eyes, 6mm: two per student for cat and bear; one per student for goose, dog, and penguin

Pom poms\*, ¼-inch, assorted colors, one per student for dog

Sponge, kitchen-type, rectangular

Scissors, small craft or manicure for teacher

Glue\*, white, craft, one bottle per two students

Miscellaneous items: one 10½-ounce can per student; newspaper; paper towels; bucket of water or sink; masking tape; permanent marker

**Note:** Full-size patterns are given in the Special Pattern Section.

\*Allied Felt Group felt, Delta Permanent Fabric Stencil Dye Kit, Aldastar Puffy Poms, and Aleene's tacky glue were used in the sample projects.

## Instructions:

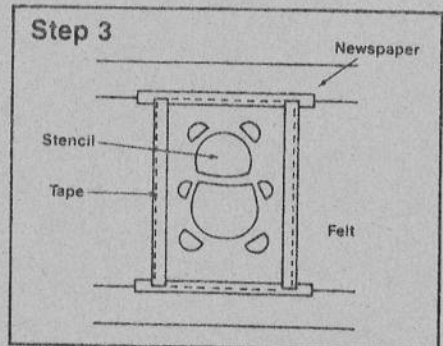
1. Show samples to students and explain how stenciling works. Have students decide on felt and paint colors. Guide students to choose a darker paint for a lighter felt unless using white felt.

2. Group students who are painting with the same color together.

Distribute felt, stencils, and tape.

3. Demonstrate and have students place felt horizontally on newspaper. Have students

center stencil on felt. Place two strips of tape across top and bottom of stencil, attaching it to newspaper. Put a strip of tape on each side of stencil with less than half the tape width touching the felt so removal is easier. See the Step 3 illustration.



Tape top and bottom of stencil to the newspaper, then sides of stencil to felt.

4. Open paint containers and place sponges and paper towels near them. Demonstrate how to place one end of sponge into paint and gently press sponge onto center of opening in stencil. Press and daub sponge; do not slide or brush it on. Always apply paint to center of opening and not along the edge. Fill in all unpainted areas. Caution students not to apply paint too close to outside edge of stencil.

5. Demonstrate how to remove tape from sides of stencil, slowly peeling tape toward stencil. Discard tape and have paper towels ready to wipe up any drips.

Remove tape from bottom of stencil. Lift stencil at bottom, letting top tape act as a hinge. Remove felt and place it in a clean place to dry. The next student can place felt underneath stencil, retape, and paint using the same color.

6. Instruct students to begin stenciling, carefully applying paint. If you must change paint colors after stenciling, remove stencil and place on newspaper. Clean stencil with a dampened paper towel. Wash sponge in water and squeeze thoroughly.

7. If possible, hold meeting or lunch to let felt dry. Otherwise, instruct students to proceed without touching painted areas.

8. Distribute cans. Demonstrate and have students apply line of glue ½ inch below top rim and ½ inch above bottom rim of can. Place can upright, wrap felt around it, and press in place. Apply vertical line of glue under both ends. Press one end against can and overlap other end on top.

9. Distribute ribbon and wiggle eyes and demonstrate how to tie a bow. Instruct students to tie the bow and glue it to neck of stenciled animal. Have students glue on eyes. For those making dogs, distribute pom poms and demonstrate and have students glue on pom poms for noses.

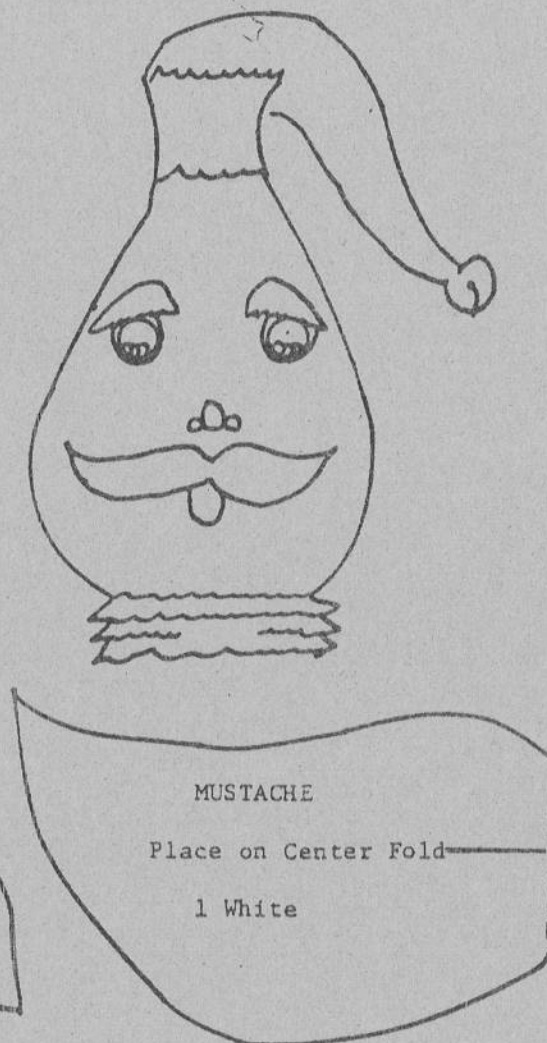
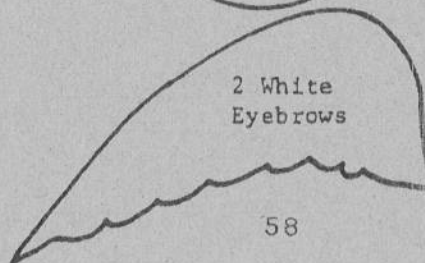
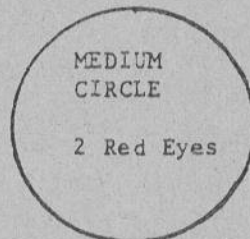
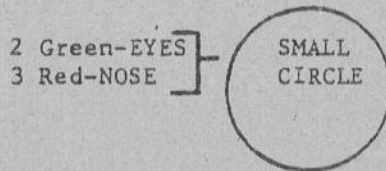
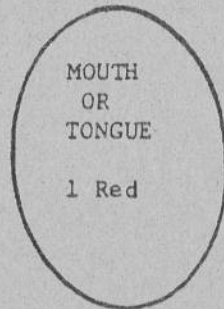
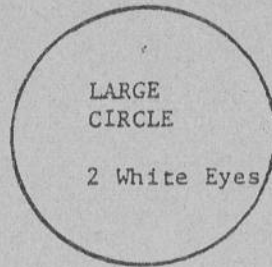


CRAFTS

- 1 hurricane lamp chimney for head
- 1 tuna can for base
- red, white, green felt
- 1 red child's sock (about size 7)
- 1 bell for hat
- 1 small safety pin to attach bell
- Cotton or other covering for can

1. Cut a strip of red felt to cover the can. Cut out correct number so other pieces for face as listed.
2. Glue red strip to can. Trim with cotton. Glue on face.
3. Pin bell to sock from inside (may be removed for washing).

FILL WITH WRAPPED CANDY.

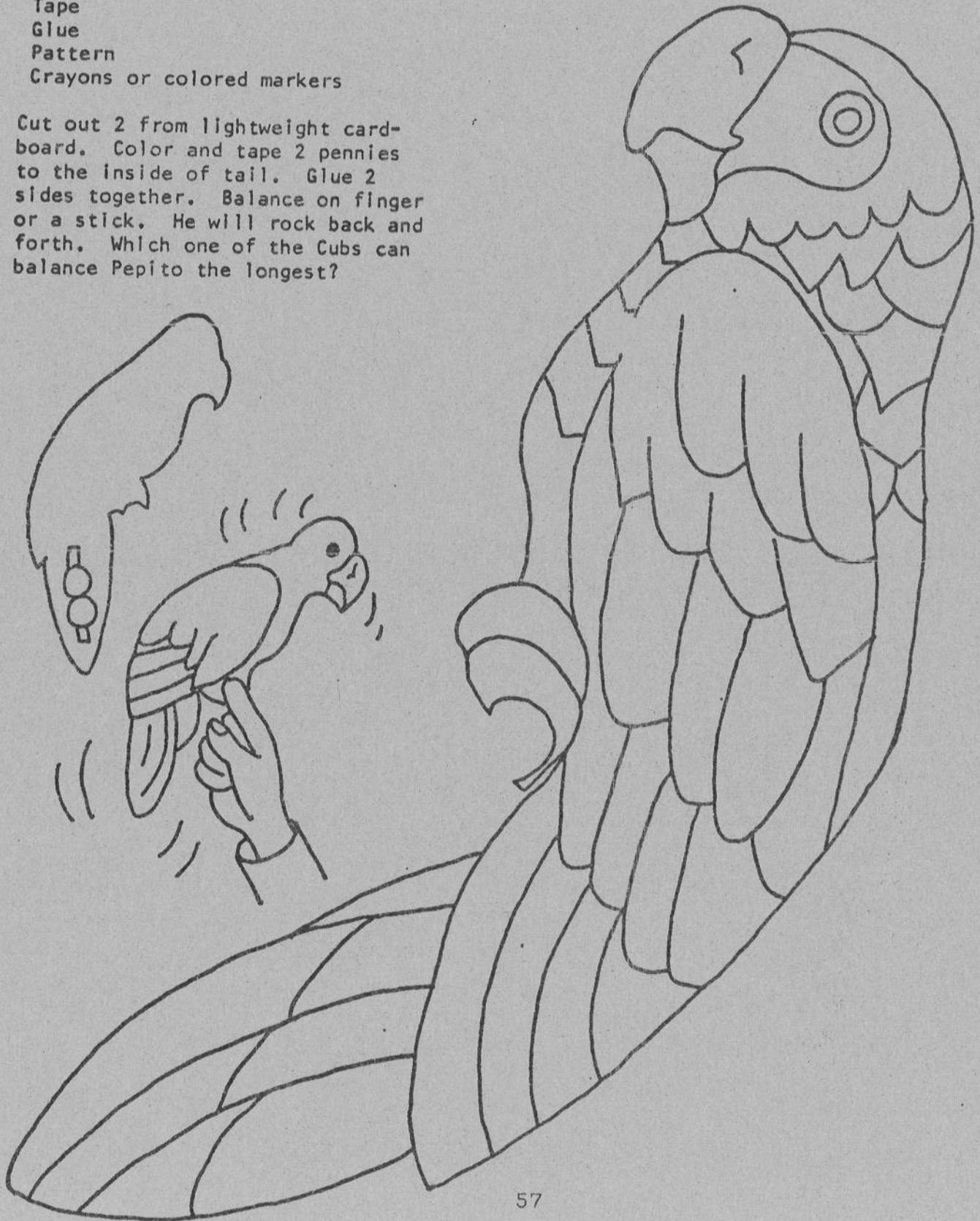


Pepito The Well-Balanced Parrot

Materials:

- Lightweight cardboard
- 2 pennies
- Tape
- Glue
- Pattern
- Crayons or colored markers

Cut out 2 from lightweight cardboard. Color and tape 2 pennies to the inside of tail. Glue 2 sides together. Balance on finger or a stick. He will rock back and forth. Which one of the Cubs can balance Pepito the longest?



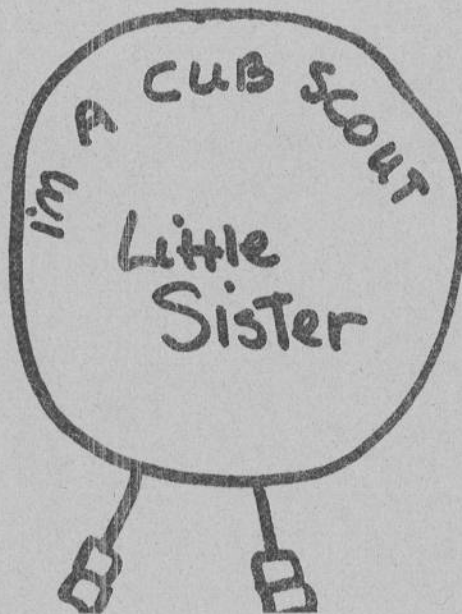
## BEAD RECOGNITION

Beads threaded on a plastic thong worn around the neck make an easy recognition.

The various colors and shapes available work well to represent many activities such as: attendance, full proper uniform, participation in a skit, song, etc., or for projects done.

We use the crow beads in various colors. The colors can represent the rank of the scout ie. orange for Tiger, yellow for Wolf, blue for Bear, red for Webelos. For participation in various pack or den activities a pair of beads is added to the thong. A red and green for Christmas can be used as well as a blue and gold for the banquet. Use your imagination to help you remember the times with "your boys".

Another recognition that can be used for the younger brother and sisters of the scouts "who always have to go", can be a pin with the plastic lacing attached so that they can also hang the beads. This also encourages family participation at the pack meetings if that is the time you give out the beads.

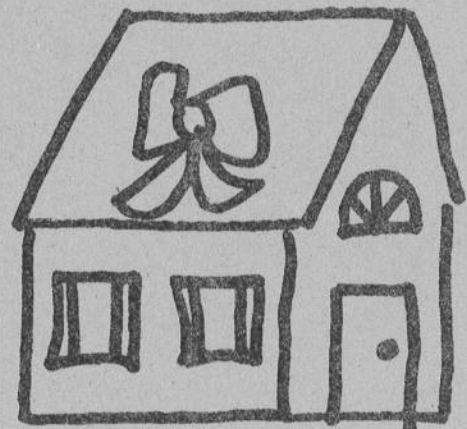
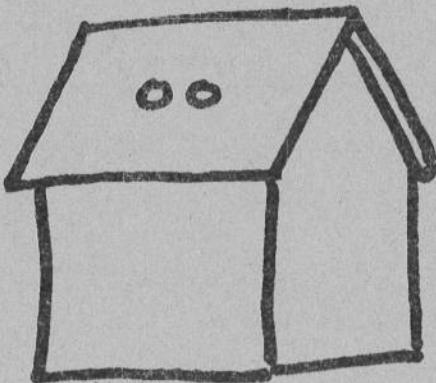
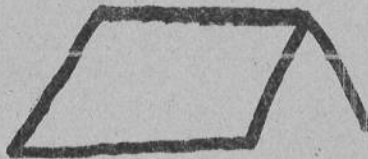
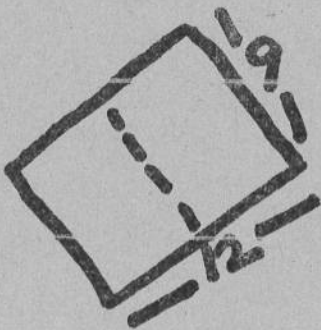


GIFT WRAP CRAFT

YOU WILL NEED: A SMALL SIZE GROCERY BAG  
A 9X12 SHEET OF CONSTRUCTION PAPER  
ASSORTED GIFT WRAP PAPER  
RIBBON            SCISSORS            MARKERS  
GLUE                CRAYONS  
PAPER PUNCH

FOLD THE CONSTRUCTION PAPER IN HALF SO THAT YOU NOW HAVE A SHEET 6X9. THIS WILL BE THE "ROOF" OF YOUR HOUSE. FOLD THE TOP OF THE GROCERY BAG OVER TO MATCH AND LINE UP WITH THE "ROOF". MAKE TWO HOLES WITH THE PAPER PUNCH IN THE "ROOF" AND PULL RIBBON THROUGH TO TIE WITH A BOW.

THE "HOUSE" CAN BE DECORATED WITH ASSORTED GIT WRAP TO RESEMBLE A CHRISTMAS SCENE OR FOR ANY OTHER GIFT GIVING OCCASION. MARKERS OR CRAYONS MAY ALSO BE USED TO DECORATE THE "HOUSE".



## Mousetrap Car

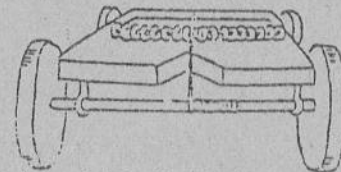
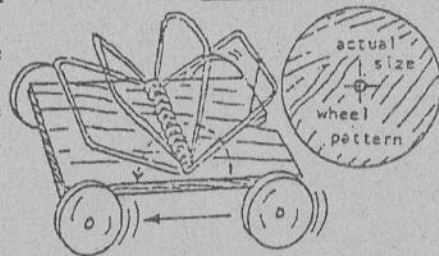
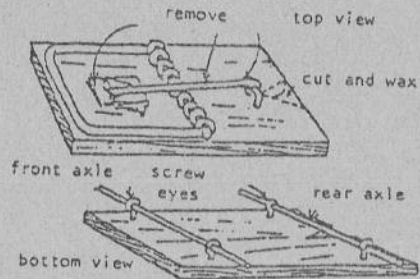
This is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that every Cub Scout will want to make one.

The simplicity of this racer fires the imagination. The greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction for front-wheel drive.

### Materials:

Mousetrap	Coping saw
4 screw eyelets	Wire cutters
Coathanger wire	Hand drill
3/16" thick wood or	
a 1 1/4" diameter dowel	
String or nylon cording	

1. Remove bait pan and hook arm from mousetrap.
2. Cut a 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the opposite end of the snapper, and the slot should be rounded slightly and waxed or soaped.)
3. Carefully measure 1/2" in from each end for eyelets. The wood splits easily, so screw the eyelets in carefully.
4. Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets. Be sure to roughen the axle where the cord will be wound to give it grip.
5. Make wheels from wood - 1 1/4" diameter by 3/16" thick. They can be sawed from thin wood, or better, sliced from a dowel. Locate and drill center holes. The more accurate this is, the better the racer will run.
6. Knot string onto snapper. Do not tie string to axle.
7. Pull snapper back to its full extent and hold with thumb.
8. Wind the string onto the rear axle until tight. (Best cord in nylon, as it is springy. Cut with a hot soldering iron to prevent raveling.)
9. Set the racer on a rough surface (not a waxed floor) and release.
10. Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.

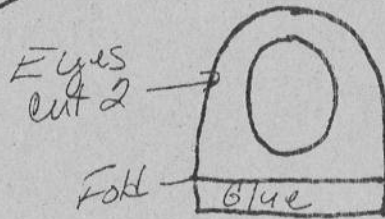
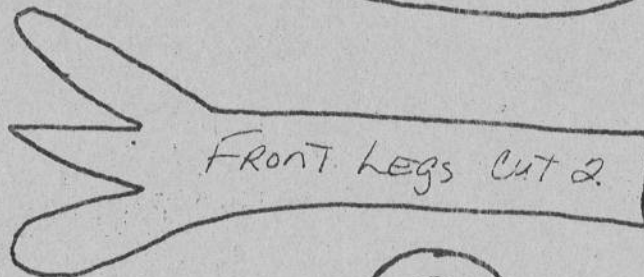


Mark off a board for a race track and let the boys have a race. Do not paint the track, as this will make it too slick.

## PAPER PLATE FROG

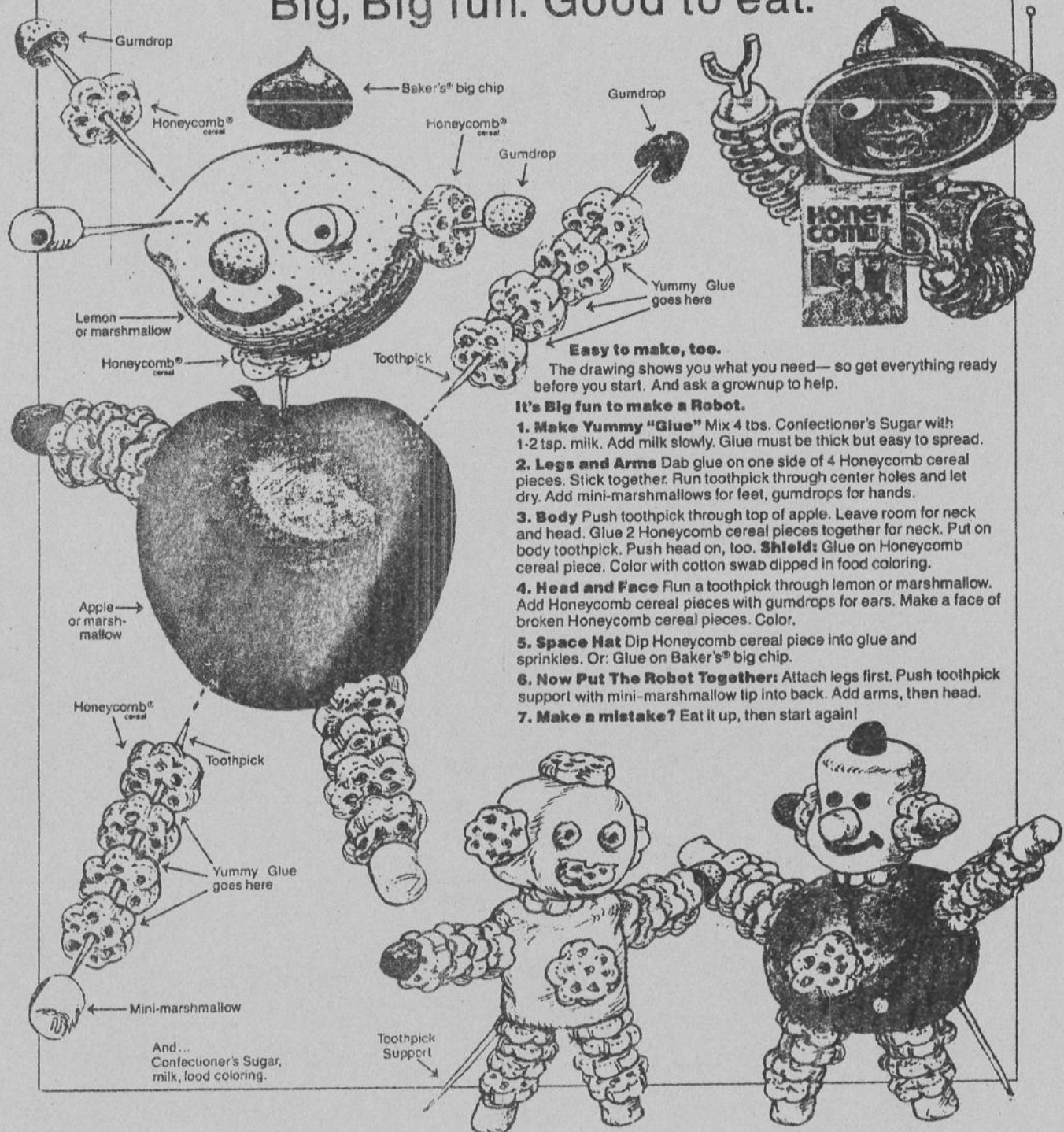
a plain white paper plate  
green construction paper  
crayons or markers  
scissors  
glue

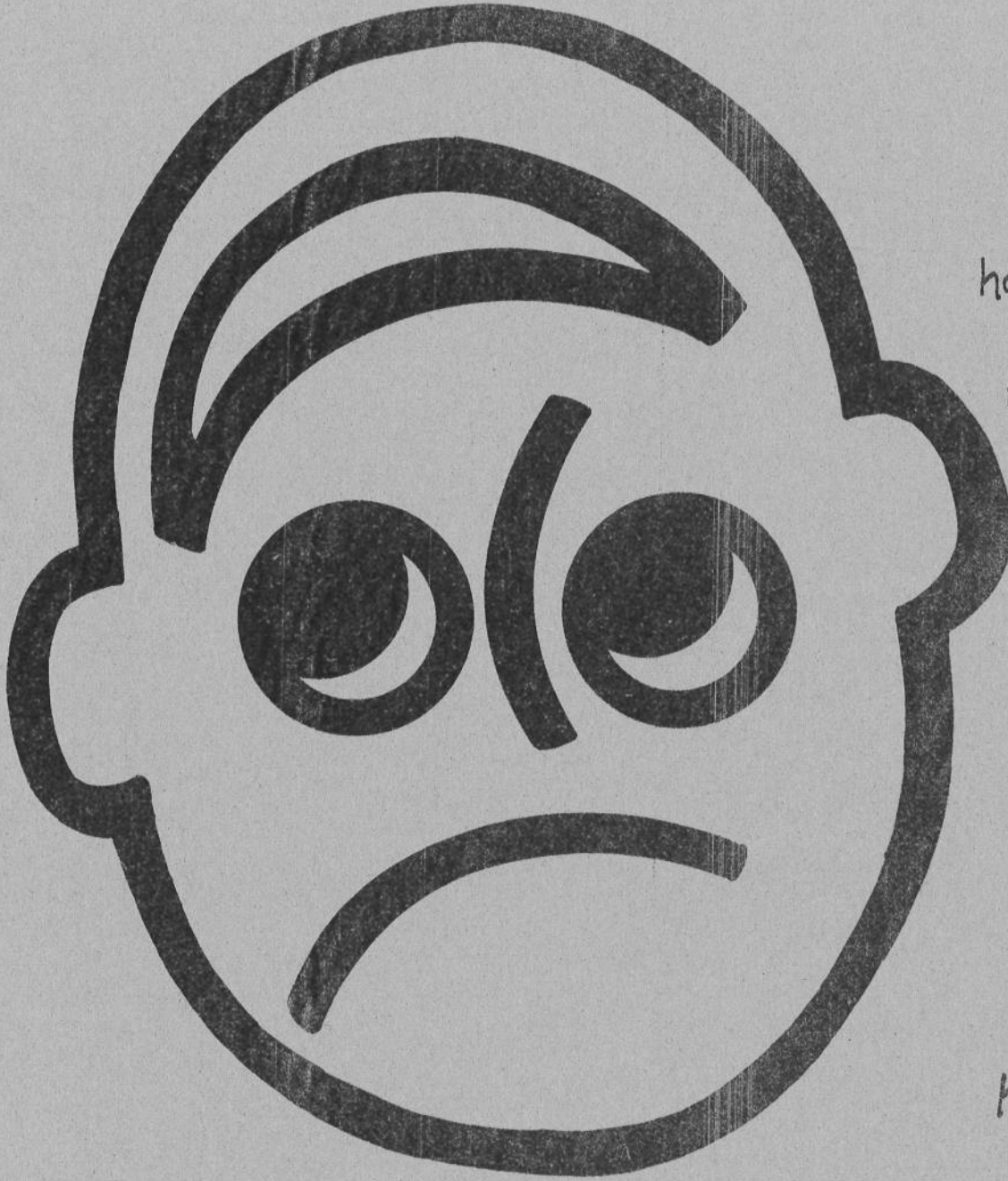
Fold a white paper plate in half to make the frog's body and mouth combined. Use pattern to trace two back legs and two front legs onto green construction paper for each frog. Trace two eyes onto green paper. Make long tongue so the frog can catch flies. Cut strip of green construction paper 1/4x8" for each frog. Curl it tightly around a pencil, and remove the pencil. Glue four green legs UNDER the frog's body. Glue the eye's of top of the frog's head so that they stick up. Glue the green curled tongue inside the frog's mouth.



# What's HOT IN ROBOTS

## A Honeycomb® Robot Treat. Big, Big fun. Good to eat.





Everybody  
has a  
happy smile  
for a  
happy time  
and a  
happy  
place.  
Take a  
frown  
and  
turn it  
upside  
down,  
and you  
will find  
a  
happy face.

#### Baby Food Jar Snow Storm

##### MATERIALS

small baby food jar

glitter

small plastic or glass animal

waterproof glue

felt

Glue animal to inside of lid. Fill jar with water (distilled water will prevent clouding later). Add glitter to water and glue lid on. Paint lid and glue felt to bottom.



## MAKE YOUR OWN STICKERS

**MATERIALS NEEDED:** Measuring cup, small sauce pan, spoon, small paint brush, waxed paper, small pictures to use for stickers.

**INGREDIENTS:** 4 envelopes unflavored gelatin  
2 cups water  
1 tsp. peppermint extract (optional)

**DIRECTIONS:** Mix water with unflavored gelatin and peppermint extract in a small saucepan.

Heat mixture over medium heat until gelatin is dissolved, stirring occasionally. Cool.

Use a paint brush to lightly cover the back of a page of stickers with a thin layer of liquid. Be careful not to get the liquid on the colored side of the stickers.

Let dry 1 to 2 hours. Cut out the sticker shapes.

Stickers may be stored in an envelope or between two sheets of waxed paper until ready to use.

## SIDE WALK CHALK

Mix plaster of paris and enough water to make a "pudding" consistency. Stir until the mixture starts to thicken. Pour into a cardboard tube which is standing on end on some wax paper or foil. When firm, peel off the cardboard. Allow to dry overnight. Use on sidewalk or paved parking lot.

## STRAW PAINTING

NEWSPAPER TO COVER THE TABLE  
PAINTING COATS  
DRAWING OR TYPING PAPER  
PENCILS  
DRINKING STRAWS  
THINNED TEMPERA PAINE  
TEASPOON

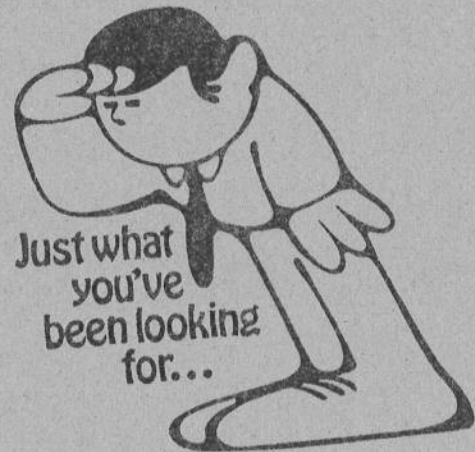


Cover the table with newspapers.

Give each boy paper, a pencil, and a drinking straw and ask them to write their names on the paper

Pour a small amount of thinned paint into a teaspoon. Then pour the teaspoonful on the boys paper. Aim the straw at the paint and blow hard. He can chase the little rivulets of paint all over the paper by blowing through the straw. Next pour a different color in the teaspoon and put this on each paper. Now blow this all over the paper.

Add more colors if you wish.



## GENIUS GEL

Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts corn starch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things that can be done with this mixture. If a fist is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of genius gel can be broken off like with other hard materials. But if some of the mixture is placed on a hand, it begins to drip off \* just like a liquid! It can be poured like liquid, and as it's pouring one can crack off the drips- like a solid!

## MORE HELPFUL HINTS

### GIANT SOAP BUBBLES

The hardest part. Bend a coat hanger into a loop. Mix 1/2 cup Joy or Dawn detergent with 5 cups water. Measure carefully, it makes a big difference. Stir. Add two tablespoons glycerine ( comes from the pharmacy). It tends to make bubbles more durable. Now dip your coat-hanger loop into the solution, then wave it in the air! Big-time bubble making is a bit like fishing. Do not throw any leftovers away either. The longer your solution sits, the better it gets.

### FACE PAINT:

In each cup of the muffin tin, mix 1 teaspoon corn starch, 1/2 teaspoon cold cream and a couple of drops of food coloring, a different color for each cup, stir.

### FINGER PAINTS

Mix 3 tablespoons sugar and 1/2 cup corn starch to gether in the sauce pan. Then add 2 cups cold water and mix a little more. Cook over a low heat, stirring all the time, until well-blended, about 5 minutes. Remove from the stove, cool, and pour into the plastic or paper cups. Be careful with the food coloring since it can stain, but add a little of it to each cup and then a drop of detergent. Done!!!

### PLAY DOUGH:

Mix 1 cup of white flour, 1/4 cup salt, and 2 tablespoons cream of tarter in a medium pot. Add water, food coloring and 1 tablespoon of oil. Stir over medium heat for 3-5 minutes, Do not worry if the mixture looks like a globby mess; it will turn to dough. When the mixture forms a ball in the center of the pot, take it out and put it on a foured surface. Squish it and punch it around a bit. When you are done, put in a airtight container and store it in the fridge.



## PILL BOTTLES

### FLOATS:

Most prescription bottles are airtight, so they float. To make an instant fishing bobber, open a bottle, slip your fishing line between cap and container, and snap together. Or mark a place in a stream or lake by tying a weight to one end of a string and a prescription bottle to the other. The weight will sit on the bottom and the bottle will float above it.

### EMERGENCY BOTTLE:

If you have children who like to roam in the summertime, make each one an emergency necklace from an old pill bottle. Put a band-aid, two telephone quarters, a safety pin, and a tube of first aid cream in the bottle and attach the cap. Use a hot nail to punch two small holes in the cap of the bottle and loop a chain through it.

### HAVE A BOTTLE WILL TRAVEL:

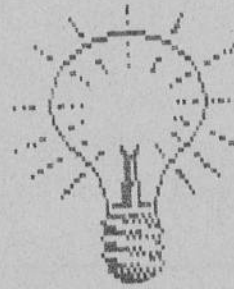
Leakproof pill bottles are just the right size for taking a little shampoo, detergent for hand washing, and other creams and liquids when you travel. To make a traveling toothbrush holder, cut a v-notch in the cap of a pill container, on the lid so the handle protrudes through the hole.

## FRAMES

### LITTLE LOOM

Convert a picture frame into a loom by removing the glass and pound finishing nails into the wood at equal intervals. Wrap yarn or thread back and forth around one set of nails and use the other set to secure the yarn when you go under and over. Use your loom to make potholders, placemats and other small items.

## HELPFUL HINTS



### TO COLOR MACARONI:

Buy the cheapest alcohol you can, put in a jar and add food coloring, drop in dried macaroni until desired color, remove with spoon and spread out on paper toweling or newspaper to dry, turn once.

### TO OPEN PINECONES:

To open up pinecones all the way and remove the sap in them, just place on an aluminum covered cookie sheet and place in 250 or 300 degree oven for awhile.

### CRACKED MARBLES:

Heat in pan in fairly hot oven. Remove and pour into bowl of ice water and watch crack.

### HEAVY DUTY GLUE:

Mix cornstarch with regular white glue until mixture is as thick as desired.

### PRINTING INK:

One pint of linseed oil, one pint varnish, two pints powdered tempera to the consistency of thick paste.

### SATE FLOUR CLAY

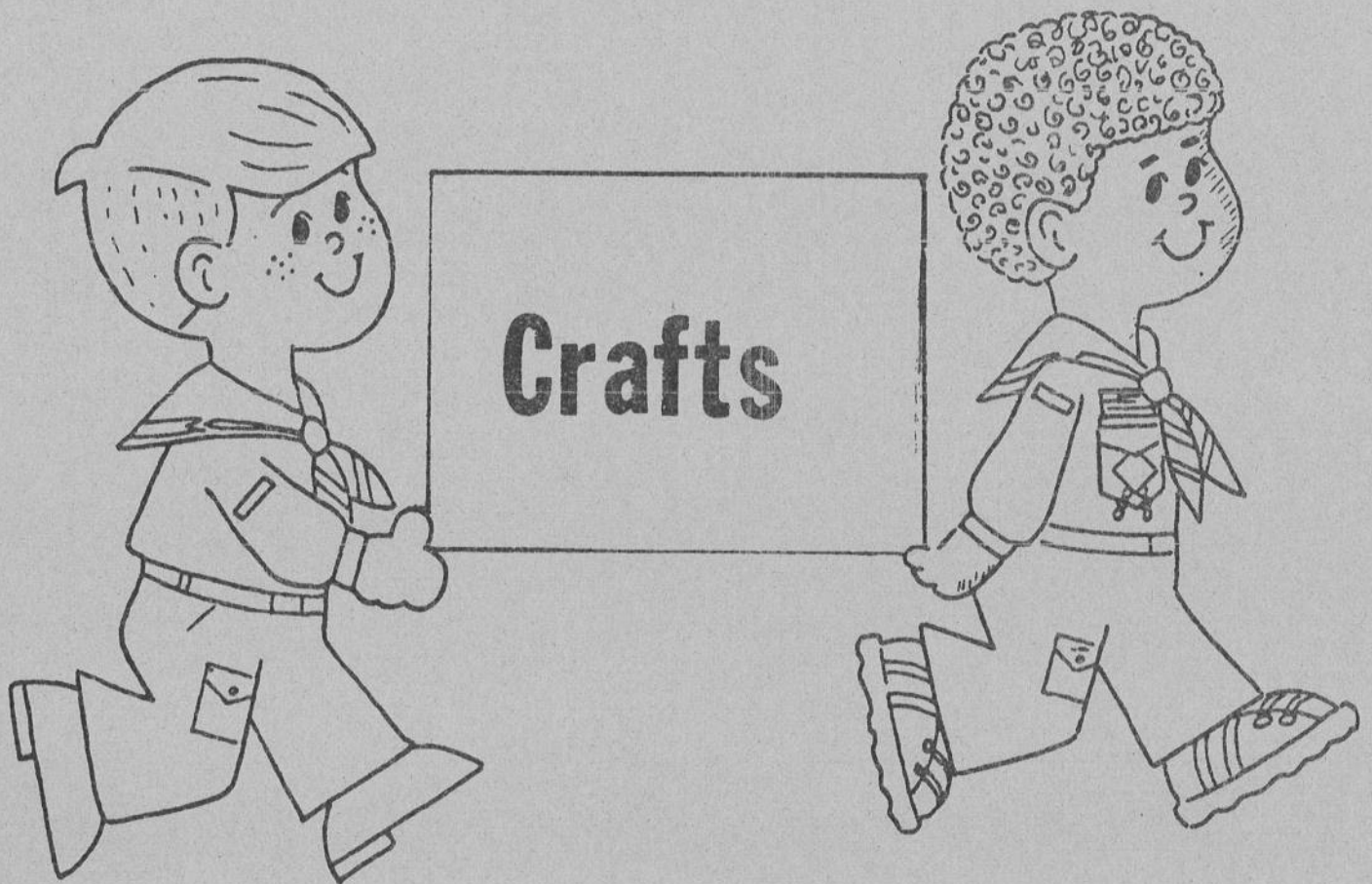
Combine 1/2 cup salt and 1 cup of flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in fridge.

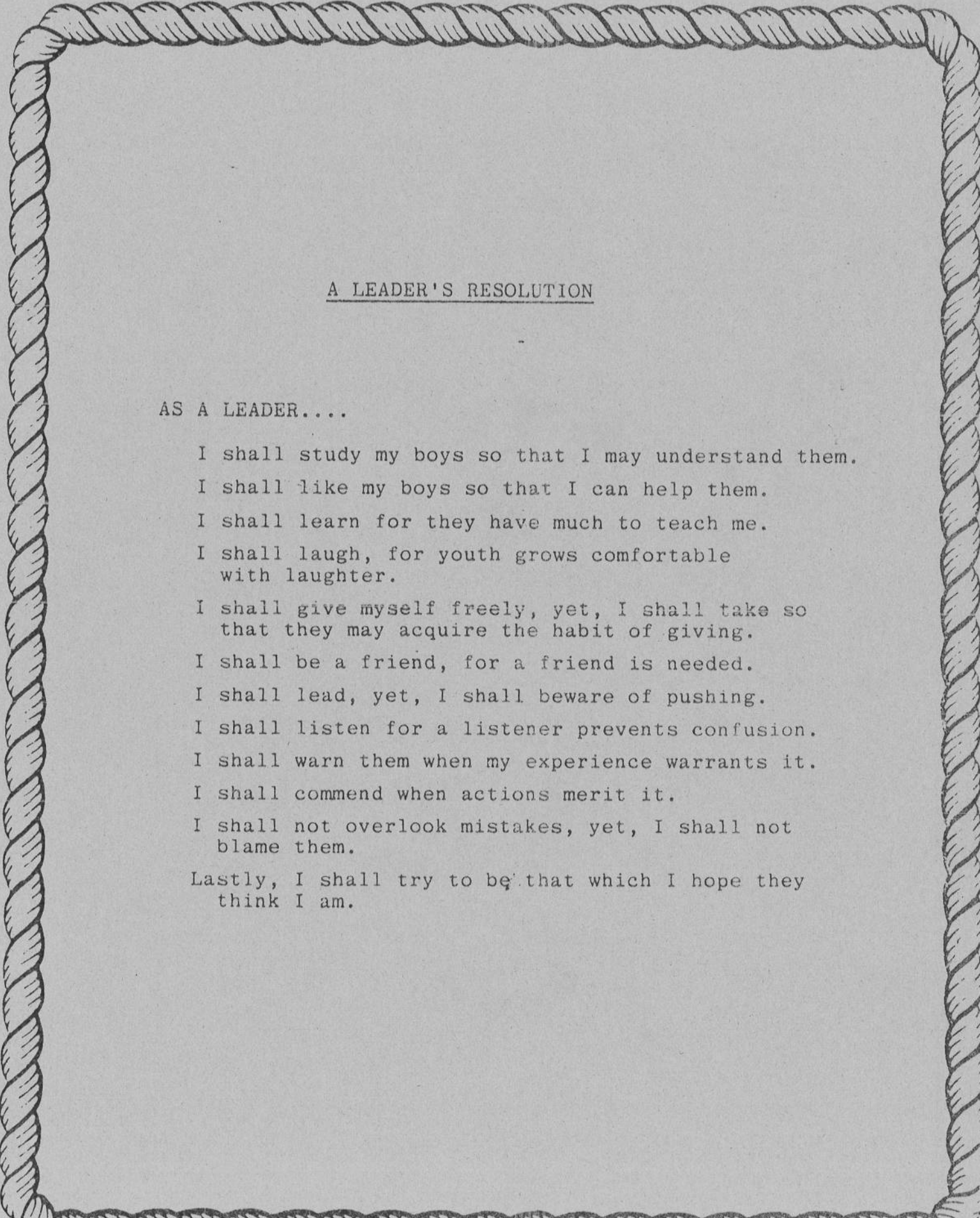
### SODA BOTTLE CAPS:

These caps are very handy to use as a small glue pot; from which boys may work. They can also be used to hold small amounts of glitter, etc.

Your only limitation

is your own imagination.





A LEADER'S RESOLUTION

AS A LEADER....

I shall study my boys so that I may understand them.

I shall like my boys so that I can help them.

I shall learn for they have much to teach me.

I shall laugh, for youth grows comfortable  
with laughter.

I shall give myself freely, yet, I shall take so  
that they may acquire the habit of giving.

I shall be a friend, for a friend is needed.

I shall lead, yet, I shall beware of pushing.

I shall listen for a listener prevents confusion.

I shall warn them when my experience warrants it.

I shall commend when actions merit it.

I shall not overlook mistakes, yet, I shall not  
blame them.

Lastly, I shall try to be that which I hope they  
think I am.



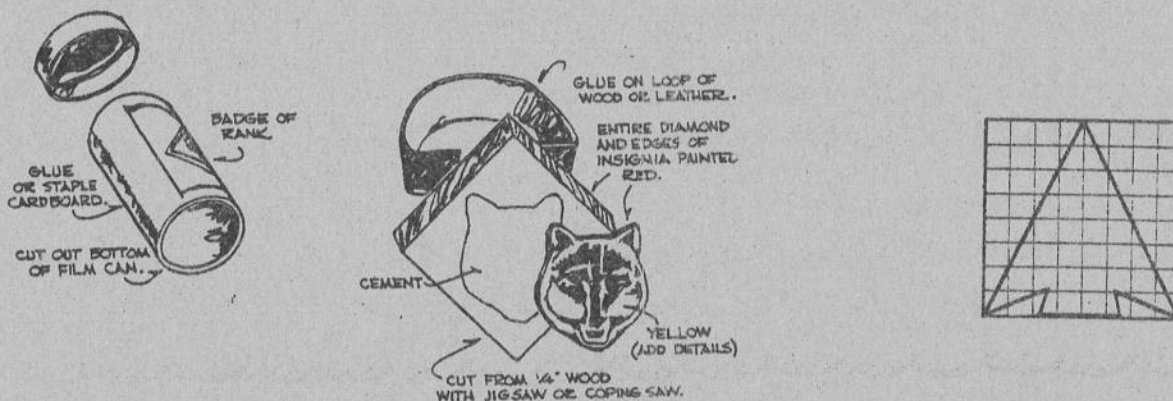
## ADVANCEMENT NECKERCHIEF SLIDES

Some boys enjoy wearing their badge of rank as a neckerchief slide. Make slides as shown here but attach badge to slide.

**Wooden Slide** - cut from 1/4-inch scrapwood with jigsaw or coping saw. Glue on loop of wood or leather.

**Decal Slide** - Cut bottom from 35mm film cannister or use two-inch section of paper towel core. For emblem, cut badge of rank from a picture or use Insignia Stickers sheet.

**Arrow Point Slide** - Cut this pattern from a 2 X 2 inches piece of plywood and glue a loop of leather/vinyl on back of board.



## CONTEST PRIZE

Here's an inexpensive and easily made prize for boys in winning dens in interden contests. Cut out bottom of 35mm film canister. On colorful paper, type or print the appropriate legend. Glue on paper. Makes a nice neckerchief slide.

### NECKERCHIEF SLIDE



### SOCCER BALL TIE SLIDE

#### MATERIALS:

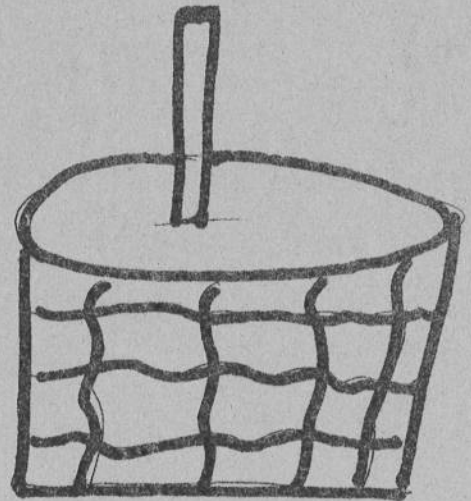
1-1/2" Styrofoam ball  
Small plastic curtain ring  
Black paint

Cut styrofoam ball in half. Decorate with paint to look like a soccer ball. Fasten 1/2 of the curtain ring to back with glue. Can also be used for basketball etc.



### TIE SLIDE HOLDER

tuna or small vegie can  
plaster of paris  
dowel rod 3/8" about 9" long  
paper  
markers or crayons  
clear contact paper



Mix plaster of paris according to directions. Wait till it has just about set up then insert dowel in middle of can. Let dry. Measure height and circumference of can. Cut strip of paper in these deminsions. Decorate and tape paper to can. Cut our clear contact paper and cover can.

NOW YOU HAVE A PLACE FOR YOUR TIE SLIDES AND NO EXCUSE THAT YOU CAN'T FIND ONE!!!!!!

## Notes & Hints

COLOR: I prefer opaque Spaghetti beads and pony beads. They make a much stronger and brighter color.

Use 2 colors of Rondell beads (no more than 3 in any case). Otherwise its get too gaudy.

Some combinations I like:

. Black Spaghetti bead, red pony beads, and a combination of red and white (Not clear) Rondell beads.

. Red Spaghetti bead, red pony beads, and a combination of red and white (not clear) Rondell beads.

. Blue Spaghetti bead, blue pony beads, white and blue Rondells.

. Blue Spaghetti bead, white pony beads, white and blue Rondells.

A combination of pink and purple works well, but isn't particularly "Indian".

SUPPLIES: It is better to cut the wire a little longer than actually needed. Then tighten up the beads, form a partially-closed loop, cut off the excess, then tighten the final loop. The extra wire makes it easier to work with.

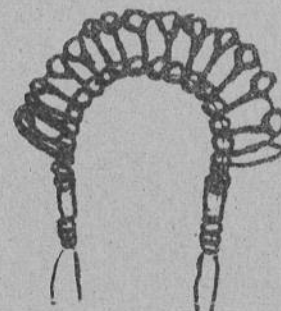
10" of leather lacing is about 1 to 1 1/2" more than you need, but you need some lacing extra in order to tie your final overhand knot. Then cut off the excess.

SHAPING: Form the headdress as you put on the pony beads and heads of safety pins. Keep the beads/pins as tight as possible. Then hold completed headdress (BEFORE you tie the final knot) in your hand and work it into the final shape, keeping the beads and pins as tight as possible. Otherwise it tends to flatten out.

# Safety Pin INDIAN HEADDRESS NECKERCHIEF SLIDE

## SUPPLIES NEEDED

- 7-8 inches 18 gage wire (found in floral supplies)
- 18" leather lacing (suede)
- 96 Rondell beads (4mm x 6mm faceted beads)
- 16 Pony beads
- 19 Spaghetti beads (19mm x 6mm oval beads)
- 18 2" long safety pins



1. Thread on beads as shown on 17 safety pins



(Be sure to place 3 Rondells on first!)

2. Take wire and bend end around 4" length of leather lacing.
3. Thread 3 Rondell beads, 1 Spaghetti bead, 3 Rondell beads, then end of safety pin, Rondell bead, safety pin, Rondell bead, etc. until all 17 safety pins are used. Finish off wire with 3 Rondell beads, spaghetti bead, 3 Rondell beads. Clip off excess wire leaving room to bend end around 4" of leather lacing. Bend wire into horseshoe shape.
4. Tie overhand knot in the remaining 10" of leather lacing. Thread leather lacing through the head end of a safety pin, then one pony bead, then safety pin, etc. until all pins are threaded. Be sure pins and beads are as tight as possible before tying end of lacing. Cut off excess.

Your beads and pins should now resemble a three-dimensional headdress and be able to stand on a table.

To finish off the headdress as a neckerchief slide, take the last safety pin and put one end through the third pin on one side and fasten it through the third pin on the opposite side.

To wear, feed neckerchief down through the middle of this last safety pin.

Each headdress takes on its own personality with various colors of beads and your imagination. Use opaque Spaghetti beads for the strongest color.

### Noisemaker

#### Materials:

1/2 pint milk carton  
Small stones  
Glue  
Blue, red, white construction paper  
Dowel rod  
Red paint  
Scissors

Place several small stones inside a half-pint milk carton. Cover the carton with blue construction paper. Into the bottom of the carton push and glue a dowel rod that has been painted red. Use paper stars and stripes to decorate. Curl 1/2" wide strips of red and white construction paper and glue to top and bottom of carton.

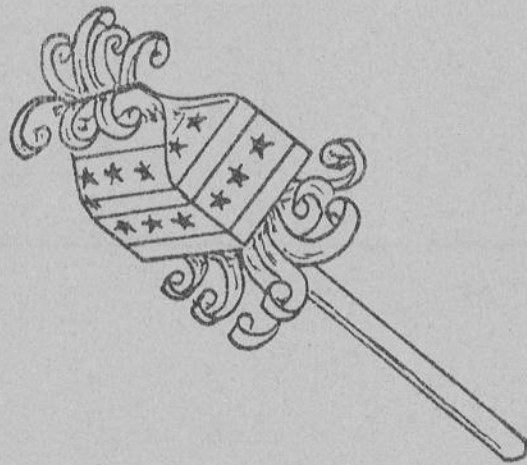


### Kite Neckerchief Slide

#### Materials:

Foam meat trays  
2 toothpicks  
Thread  
Glue  
Yarn  
Curtain ring, tab ring or pipe cleaner

Cut kite shape from foam meat tray. Tie two toothpicks together crosswise and glue. Cut points off picks to proper length for kite. Glue to kite. For a tail, use a piece of yarn with knots tied in it. Glue it to the bottom of the kite. Glue ring on back.



### Malt Neckerchief Slide

#### Materials:

1 oz. plastic cup  
Lacing or pipe cleaner  
Paint (brown or pink)  
Tissue  
Plaster  
Small dowel  
Ice pick

Punch holes in back of plastic cup using a heated ice pick. Insert pipe cleaner or lacing and form ring for neckerchief.

Paint inside of cup nearly to top the color desired. (Use brown for chocolate or pink for strawberry.) Fill cup part-way with a wadded tissue and fill remainder with plaster. (This way the slide won't be so heavy.) Before plaster sets, insert a tiny dowel piece for the straw. Paint plaster top the same color as cup.





## TIE SLIDES

IMAGINATION is the key word here!!! The boys love new tie slides, (so do leaders). Anything goes. Holidays are fairly simple- santas, snowmen, pumpkins, bunnies, turkeys etc.

Materials used are numerous, again use your imagination. Here is a sample list of materials:

plaster of paris

water putty

felt

clothes pins

wood shapes

leather

pom poms

candy molds

plastic lids

vinyl

film canisters

plastic medicine bottles

You can use candy molds with plaster of paris or water putty. Water putty is less fragile and lighter weight than plaster of paris. Either of these can be painted with acrylic paints or markers. Before the putty or plaster dries you can insert a pop top ring or pipe cleaner for the scarf holder. Mixture should be the thickness of pea soup when it is ready to pour.

On wood use vinyl strips and staple them on the back. Glue does not work good on wood or vinyl, it will peel off.

On leather we have not found a glue that works. If you have let us know. We have used lacing through holes punched in the leather.

Felt shapes- use childrens stencil patterns, coloring books, and craft books for your shapes.

Plastic lids come in colors and clear. These easily cut into shapes. You can punch holes and insert pipe cleaners for the tie. Use permanent markers to decorate.

Vinyl can be cut easily with scissors. Staple a vinyl loop on the back. You can also use permanent markers to write on the vinyl.

One helpful hint on felt: spray with hairspray before using markers, this will help to prevent smearing or running.

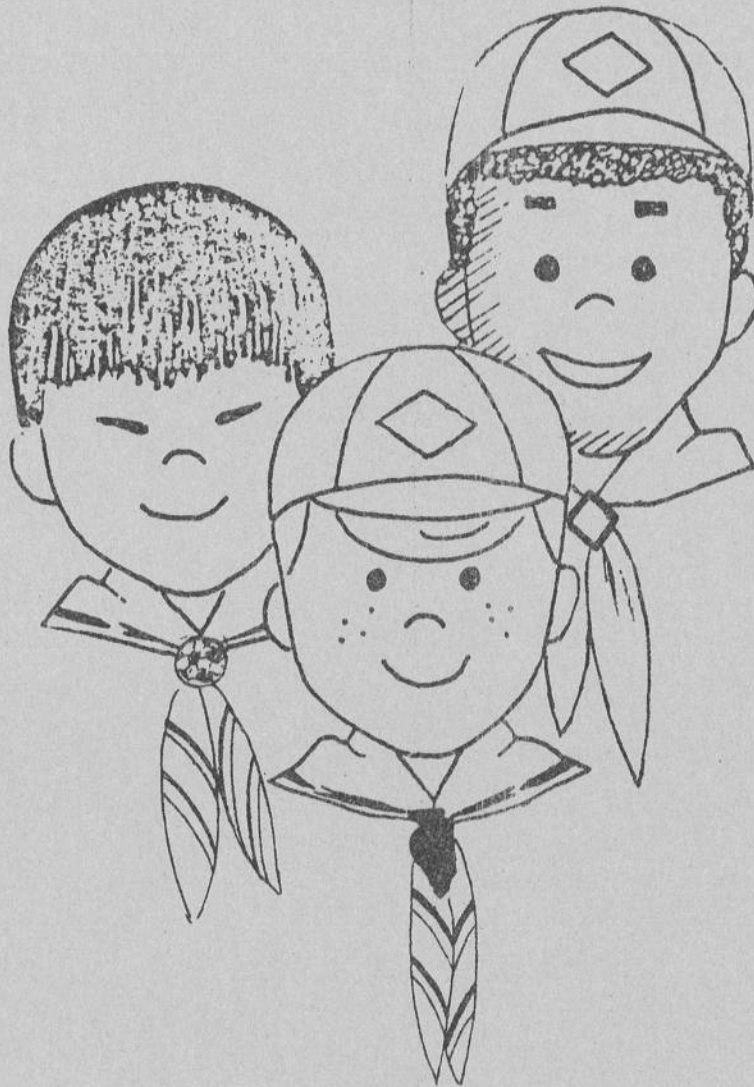
Praise does wonders

for a boy's

sense of hearing.



# Tie Slides



### INVOLVEMENT

THE PACK MEETING SEEMED TO DRAG THAT NIGHT,  
AND PEOPLE WERE TIRING FAST.  
THE CUBMASTER SENSED THE FEELING,  
AND PRAYED THROUGH THE MEETING HE'D LAST,  
THEN CAME A LULL IN THE MEETING,  
AND THE CUBMASTER WIPED SWEAT FROM HIS BROW;  
IF ONLY HE COULD PERK THINGS UP,  
HE SURE WISHED THAT HE KNEW HOW.  
THEN SUDDENLY QUITE LIKE MAGIC  
HIS ASSISTANT APPEARED ON THE STAGE.  
IN HIS HAND HE HELD A BOOK,  
OPEN TO A CERTAIN PAGE.  
WITH BOUNCING ENTHUSIASM THEN,  
HE ANNOUNCED EVERYONE WAS GOING TO HELP OUT.  
HE DIVIDED THEM INTO GROUPS,  
AND TESTED EACH ONE FOR THEIR SHOUT.  
BEFORE ANYONE QUITE KNEW WHAT WAS HAPPENING,  
THEY WERE ALL JOINING IN LOTS OF FUN:  
EACH GROUP DOING THEIR BEST  
TO OUT DO THE OTHER ONE.  
LISTENING AS THE LEADER READ,  
WAITING TO HEAR THEIR KEY WORK,  
THE FUN THAT THEY WERE HAVING  
COULD NOW BE SEEN AND HEARD.  
FROM THEN AND THERE THE MEETING PERKED UP,  
AND THINGS MOVED ALONG IN STYLE,  
WHILE THE CUBMASTER HEARD PEOPLE MURMUR,  
'BEST PACK MEETING WE'VE HAD IN AWHILE'  
SO WHEN YOU SEE SOMETHING LIKE THAT HAPPEN,  
BE PREPARED WITH SOMETHING TO DO,  
WHICH WILL INVOLVE THAT AUDIENCE,  
WHO'S ENJOYMENT DEPENDS ON YOU.  
JUST REMEMBER THE WORD INVOLVEMENT,  
THEN YOUR MEETINGS A SUCCESS CAN BE,  
AND PACK MEETINGS WILL LONG BE REMEMBERED,  
BECAUSE EVERYONE WAS INVOLVED YOU SEE.

## HOW TO PACKAGE FOOD GIFTS

### 1) CONTAINERS:

Look for readily available containers that can be recycled. Also look for unusual containers to fill with food gifts, making two gifts in one.

Most cookies and candies stay fresh best in airtight containers; good ones are wide-mouth jars with lids, plastic freezer boxes, metal tins, or coffee cans with snap-on lids. You can make attractive packages with cardboard boxes, round cereal boxes, or even egg cartons.

### 2) LABELS:

Don't forget to label food gifts with recipe name and how or when to serve it. Add your own name and date. Use self-sticking or taped-on labels. Don't forget to label those foods that need refrigeration.

### 3) RECIPE TAGS:

Write recipes on small index cards, adding your name and date. Punch a hole in card and tie on package.

### 4) LIDS:

Cover jar or box lids with plain self-sticking mailing labels, or glued-on colored paper, tape, fabric, or felt. Attach bows on lids with an inside-out roll of tape. Paper doilies can be glued flat on lids or gathered into pompons by pinching in at the center; fold center over and tape to lid.

### 5) ODDLY SHAPED PACKAGES:

Wrap them in colored or brown paper bags decorated with your own designs and tied with ribbons. Or, give an extra gift by wrapping unevenly shaped containers in squares of brightly colored fabric or large cloth napkins or dish towels.

Try making these cookies using a tune other than the usual Christmas time tunes...

OH MY DARLING SUGAR COOKIES

1 cup brown sugar, firmly packed	1/2 tsp. salt
1 cup soft butter	1 egg, slightly beaten
3 cups flour	3 Tbl. milk
1-1/2 tsp. baking powder	1 tsp. vanilla
	1/4 cup sugar (to sprinkle over unbaked cookies)

Mix in a bowl to the tune of Clementine.

Mash the butter with the sugar;  
Stir it twenty times and then  
Add the flour, baking powder;  
Add the salt and stir again.

Add the egg and then the milk and  
Add vanilla, if you please.  
Stir and scrunch well with your fingers  
Till you work the dough with ease.

Oh, my darling, Oh, my darling,  
Sugar cookies, you are fun!  
You will soon be in the oven,  
In my tummy when you're done.

Wash your hands and with a teaspoon  
Drop the dough on cookie sheet;  
Flatten each drop with damp fingers;  
Top with sugar for a treat.

Bake 5-8 minutes. Makes 4 dozen fat cookies



These cookies are fun to decorate with "silver" balls, halves of nuts, or chocolate sprinkles or use the "Paintbrush Recipe" below.

#### CUT-OUT SUGAR COOKIES

2/3 cup softened margarine	1 tsp. vanilla
2/3 cup sugar	2 cups sifted cake flour
2 eggs	1-1/2 tsp. baking powder
	1/2 tsp. salt

Preheat oven to 400°F. Beat butter until soft and creamy. Gradually blend in sugar. Break eggs into small bowl, add vanilla, and beat with fork. Pour slowly into butter mixture, continuing to beat.

Sift cake flour into bowl and measure 2 cups. Add baking powder and salt. Resift. Pour into mixing bowl and continue beating until blended. Form ball of dough and place on lightly floured transparent Saran Wrap. Fold airtight and place in refrigerator until chilled -- about 1 hour.

Remove and roll dough to 1/8-inch thickness on square of wax paper on board. Cut into desired shapes with cookie cutter. Dip cutter lightly into flour each time you cut. Place on ungreased baking sheet. Bake for 8-10 minutes.

#### EGG YOLK PAINT

1 egg yolk  
1/4 tsp. water

Blend egg and water well in small bowl. Divide mixture among several small custard cups. Add a different food coloring to each cup to make bright colors. If "paint" thickens, add a few drops of water.



DECEMBER THEME

"GIVING GIFTS"

Bar cookies like these are easy, quick and filled with health-giving things.

1 cup margarine	1 cup wheat germ
1/2 cup light or dark molasses	2 tsp. baking powder
1/2 cup brown sugar	1/2 tsp. salt
4 eggs	1 cup oatmeal
2 cups flour	1 cup pitted dates
	1 cup nuts

Preheat oven to 350° F. Grease baking pan. Beat margarine until soft and creamy. Gradually blend in molasses and sugar. Add eggs, one at a time, and beat lightly after each addition.

Measure flour, wheat germ, baking powder, salt, and oatmeal into 4-cup measuring cup and mix gently with spoon. Chop dates and nuts. Add flour mixture, dates and nuts to mixing bowl. Beat until blended.

Spread evenly in baking pan, using table knife. Bake for 30 minutes, or until done. Cool in pan. Cut 1x2-inch bars.

Another delicious bar cookie, almost as nutritious as the Bar Cookie above.

MOLASSES RAISIN BARS

1/4 cup shortening	1/4 tsp. salt
1/2 cup sugar	1/4 tsp. baking soda
1 egg	1-1/2 tsp. baking powder
1/2 cup light or dark molasses	1/2 cup milk
2 cups flour	1 cup walnuts
	1/2 cup raisins

Preheat oven to 350° F. Grease and lightly flour pan. Beat shortening until soft and creamy. Gradually blend in sugar. Add egg, beat well. Stir in molasses.

Measure flour, salt, baking soda, and baking powder into 2-cup measuring cup and stir gently. Alternately add flour and milk to creamed mixture. Chop walnuts, and stir nuts and raisins into batter.

Spread batter in pan and bake for 30 minutes, or until done. Cool in pan for 5 minutes. Remove and place on rack. When completely cool, cut into 4x1-inch bars.

This mini-marvel is a kid-size version of the big sandwich. Whatever label you give it -- submarine, HERO, hoagie, or grinder -- you'll call it GOOD!!!

### SUB-HEROS

- |  |                                 |
|--|---------------------------------|
| 4 frankfurter buns, split  | 1/3 cup soft-style cream cheese |
| 2 hard-cooked eggs, sliced   | 1/4 cup shredded carrot         |
| 2 2-1/2 oz. packages very thinly sliced ham, chicken, turkey, or corned beef | 4 small lettuce leaves          |

For each sandwich, spread both halves of a frankfurter bun with cream cheese. On bottom half, sprinkle 1 tablespoon shredded carrot and top with 1/4 of the egg slices.

Add 1/4 of the ham, chicken, turkey, or corned beef and a lettuce leaf. Top with remaining bun half. Makes 4 servings.

Baseball stars are certainly on the list of Heroes... Especially when they hit a "Home-Run"



### HOME-RUN HITS

- |                                       |  |
|---------------------------------------|--|
| 1/2 cup refried beans                 | 1 cup shredded cheddar cheese                |
| Dash garlic powder                    | 2 8-oz. packages refrigerated crescent rolls |
| 2 cups chopped frankfurters (about 6) | Barbecue sauce or catsup                     |

In a large bowl stir together, the refried beans and garlic powder. Stir in chopped franks and cheddar cheese.

For each ball, flatten 2 roll triangles to form a rectangle, pinching perforations together to seal. Press into muffin cups. Place about 1/3 cup of the meat mixture in the center. One at a time, fold 3 corners of dough over the filling. Fold the remaining corner of dough completely over the top, stretching to fit. Seal.

Bake in a 375° oven for 18-20 minutes or till golden. Cover loosely with foil during last few minutes, if necessary, to prevent overbrowning. Transfer to a wire rack. Serve warm with barbecue sauce or catsup. Makes 8.

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One of our popular heroes is... George Washington

### GEORGE WASHINGTON CHERRY COOKIES

3/4 cup margarine	2-1/4 cups flour
3/4 cup sugar	1 tsp. baking soda
1 egg	1/2 tsp. salt
1/4 cup cherry preserves	Cherry preserves

Turn oven to 375°F. In a large mixer bowl beat margarine with mixer till softened. Add sugar and beat till mixture is fluffy.

Add egg and the 1/4 cup cherry preserves. Beat well.

In a medium mixing bowl stir together the flour, baking soda, and salt. Gradually add flour mixture to butter mixture, beating until well mixed.

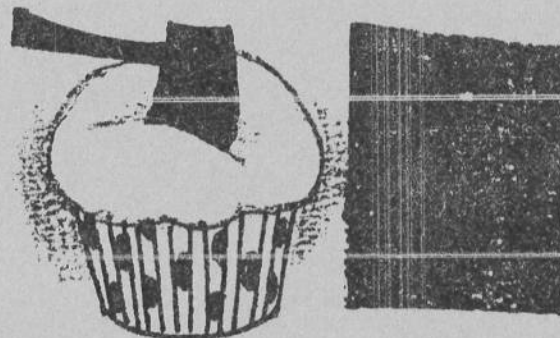
Drop dough by rounded teaspoons about 2 inches apart onto ungreased cookie sheets.

Bake for 8-10 minutes. Let cool on cookie sheets 1 minute. Lift cookies onto a cooling rack to finish cooling. When cool top each cookie with a little additional cherry preserves. Makes 48 cookies.

### RED HATCHETS

Add 1 or 2 drops only of blue food coloring to the white frosting. Frost cupcakes with the light blue frosting.

Cut each hatchet about 3-1/3 inches long from red construction paper. Stick into a cupcake at an angle.



We are thankful to the Indian heroes not only for this delicious recipe, but also for the cornmeal that goes into it. Corn, a difficult plant to grow, had been cultivated for many years by the Indians before European settlers came to America.

When they did come, the Indians were able to teach them how to grow corn, using many of the methods we still use today. Corn became so important to the pioneers that they even used it to pay rent, taxes and debts.

This is a variation of the original recipe the Indians gave to early American settlers:

#### INDIAN PUDDING

2 cups milk	1/2 tsp. ginger
1/4 cup cornmeal	1 tsp. cinnamon
2 eggs, slightly beaten	pinch of powdered cloves
2 Tbl. molasses	1/4 tsp. salt
1/4 cup brown sugar	1/2 tsp. vanilla
	1/2 cup raisins

Put milk in top half of double boiler and stir in cornmeal, beaten eggs, molasses, and brown sugar. Add ginger, cinnamon, cloves, and salt.

Stirring frequently, cook until mixture thickens (it should thicken like oatmeal). Remove pan from heat. Add vanilla and raisins to the mixture and stir well.

Pour pudding into serving bowl. Serve with heavy cream, whipped cream, or ice cream.

#### AKELA CLOUDS

2 Egg whites	1/4 tsp. cream of tartar
1/2 tsp. vanilla	1/2 cup sugar

Line a large cookie sheet with tin foil. In a small mixing bowl beat egg whites, vanilla and cream of tartar till soft peaks form. Gradually add sugar, beating till stiff peaks form.

Drop from teaspoon onto foil-lined baking sheets. Bake in a 300°F. oven about 15 minutes or till done. Turn off the oven and let cookies dry in the oven with the door closed about 30 minutes. Makes about 24.



NOVEMBER THEME  
"HEROES IN BOOKS"

A cowboy's standby:

WESTERN SANDWICH

Melt in small skillet:            1 Tbl. butter  
Add:                                    1/4 cup minced onion  
    2 Tbl. minced green pepper

Fry slowly until onion is yellow, stirring occasionally. Remove from heat.

Break into bowl:                    4 eggs

Stir in:                                1/2 cup cubed cooked ham  
    1/4 cup milk  
    1/2 tsp. salt  
    1/4 tsp. pepper

Beat with a fork. Pour egg mixture into skillet and cook over low heat.

Cook slowly, turning gently with broad spatula as mixture starts to set at bottom of pan. When eggs are cooked through but are still moist and shiny, spoon between slices of bread or hot buttered toast. Makes 4 sandwiches

More Western recipes...

FRANK ROUND-UPS

Heat oven to 325<sup>o</sup>F. Lightly butter: 4 sliced hamburger buns

Wrap in aluminum foil and heat in oven 15 minutes. Cut across 6 or 7 times, not slicing all the way through: 4 frankfurters

Cook frankfurters as directed in 2 cups boiling water for 5-8 minutes. Shape each frankfurter in a circle on a warm bun; fill each center with mustard and pickle relish. 4 servings



Try this recipe for hard-cooked eggs that really do look like Humpty-Dumpty had a great fall!

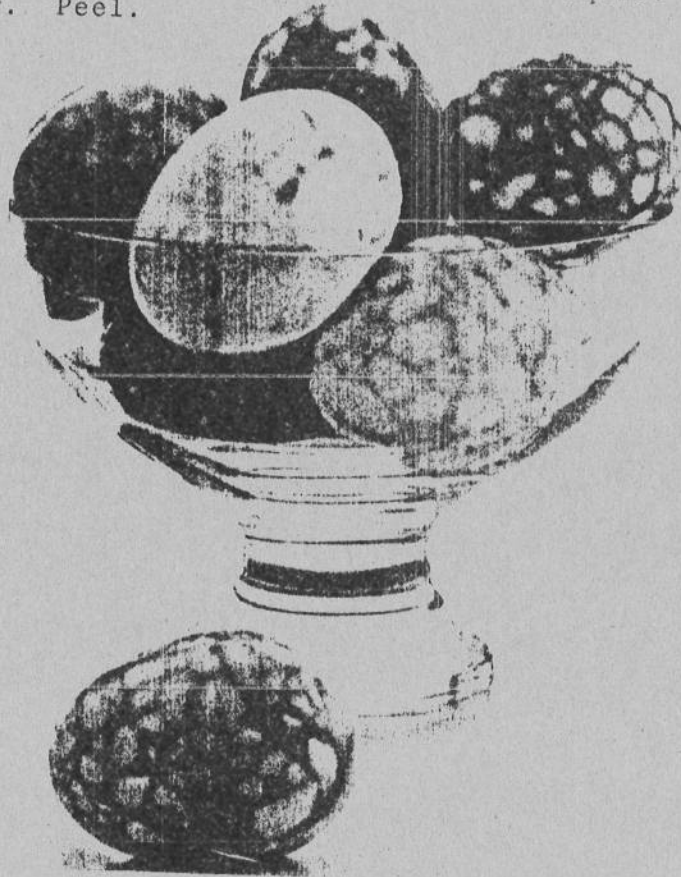
### HUMPTY DUMPTY MARBLED EGGS

Tap 4 hard-cooked eggs gently all over till the shells are a network of fine cracks. (Do not remove the shells.)

In a small bowl or 4-cup measure dissolve:

1 envelope unsweetened grape, raspberry, strawberry, cherry, orange, or lemon-lime soft drink mix in 3 cups cool water.

Add cracked eggs. Let stand, covered, overnight in the refrigerator. Remove from liquid; discard liquid. Store in the refrigerator. Peel.



A "boon" to any kind of bread, from cracked wheat to raisin.

### BABOON BUTTER

1/2 cup peanut butter  
1 large or 2 small very ripe bananas  
1/4 tsp. cinnamon  
1 Tbl. shredded coconut  
Handful of raisins, currants, or chopped dates

Mash together the peanut butter and bananas in mixing bowl with fork. Add cinnamon, dried fruit, and coconut. Mash again until everything is well blended.

## DUMPTY DEVEILED EGGS

3 eggs  
2 cups cold water  
1 tsp. vinegar  
1 Tbl. prepared mustard

1 Tbl. French dressing  
1 Tbl. dill pickle, finely chopped  
1 tsp. pickle juice

Place the eggs in the saucepan. Cover with water and add vinegar. Bring water to a boil; turn heat down low and simmer for 20 minutes.

While the eggs are cooking, mix the remaining ingredients in a small bowl.

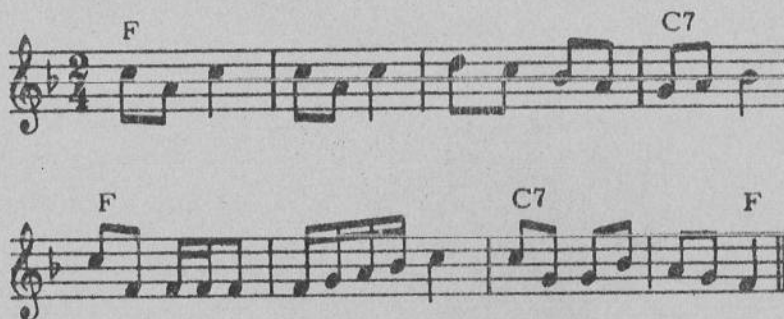
When the eggs are done, remove them from the saucepan with the slotted spoon and place them in a bowl of cold water. When they are cool, peel the eggs and cut them in half lengthwise. Remove the yellow yolks with a teaspoon and put them into a bowl with the sauce mixture.

Prepare to the tune of This Old Man.

Boil the eggs till they're done;  
Cool and shell and half each one.  
With a nick-nack, tangy snack, give the dog a bone,  
But save these eggs for me alone.

In the sauce mash the yolks;  
Mash and mix with lively strokes.  
With a nick-nack, tangy snack, give the dog a bone.  
Spoon each deviled egg yolk home.

Makes enough for you and two devilish-Scouts!



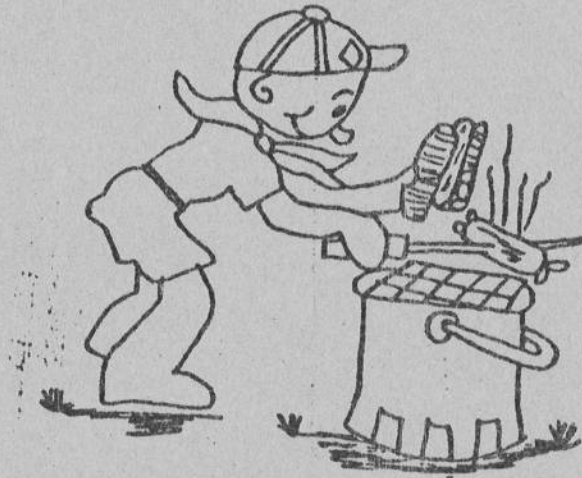
### MAKE-BELIEVE ANGEL FOOD

Day-old unsliced bread  
Sweetened condensed milk  
Flaked coconut

Cut bread into 2-inch slices; remove crusts. Cut slices into 2-inch squares.

Run pointed picnic skewer through bread so that it is steady. Dip bread on stick in the condensed milk.

Immediately coat with coconut. Toast over hot coals of your charcoal grill or campfire until coconut is brown and crunchy.

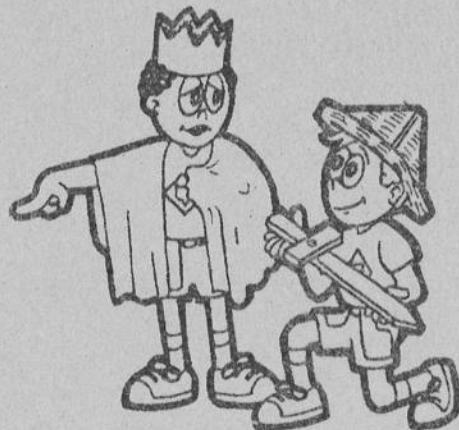


### ANGELS' HALOS

Marshmallows  
Large glazed doughnuts

Place a marshmallow into hole of each doughnut. Run picnic skewer through doughnut and marshmallow.

Toast over hot coals of your charcoal grill or campfire. Turn frequently to toast marshmallow a golden brown and heat doughnut thoroughly.



OCTOBER THEME

"LAND OF MAKE BELIEVE"

MINTED HEAVENLY HASH CANDY

12 ozs. chocolate bits	2 cups miniature marshmallows
1 tsp. vanilla	1 cup chopped nuts
3 or 4 drops mint extract	2 Tbl. margarine for greasing pan

Put chocolate bits in top part of double boiler. Fill bottom part about halfway with water. Using oven mitt or potholder, put bottom part of double boiler on medium heat and let water come to boil. Put top part with chocolate bits over boiling water. Turn off heat. Stir chocolate bits with long wooden spoon until they melt. Add vanilla and a few drops of mint extract. Stir again.

Grease jelly roll pan or large metal tray. Put wax paper on the greased pan or tray. Grease wax paper. When chocolate has cooled a few minutes, pour half of it on the wax paper. Sprinkle marshmallows and nuts all over the chocolate. Pour the rest of the chocolate over the marshmallows and nuts.

Let it all cool and get hard. Then take it off the wax paper and break into small pieces. Makes about 30-35 pieces.

WITCH MIX-UP

1 cup popcorn or Cracker Jacks	1/2 cup small marshmallows
1/2 cup candy corn	1/2 cup black jelly beans or licorice dots

Combine all ingredients together and serve.

A "spooky" version of traditional pizza...

SKILLET PIZZA-WICH

1 slice process American cheese  
1 Tbl. canned tomato paste  
1 slice bologna or summer sausage  
crushed oregano

For each sandwich place on 1 slice bread the slice of American cheese. Spread with tomato paste, cover with bologna, sprinkle lightly with crushed oregano and top with 1 slice process American cheese and 1 slice of bread.

Lightly spread outside of sandwich with soft butter. Brown lightly on both sides in skillet or on griddle (over low heat) until cheese melts and bread is lightly browned.

Here's some quickie snacks for Scouts while they're exploring...

MINI CHIP TRAIL MIX

1 cup chocolate mini chips  
1/2 cup salted sunflower kernels  
1/2 cup dry roasted peanuts  
1/2 cup raisins

Toss ingredients together in small bowl. Store in air-tight container. Yield about 2 cups.

These are great to take with you when hiking or biking in plastic bags for quick-energy snacks. The ingredients are given but the amount is not -- that's up to you. If you don't have all the ingredients, use what you do have, and add anything else you want.

GORP

Sunflower seeds  
Pumpkin seeds  
Toasted Sesame seeds  
Raisins or other chopped dried fruit  
Chocolate chips or M&M's  
Chopped nuts  
Shredded coconut

Mix everything together in a mixing bowl.

GOOP

Granola or uncooked oatmeal  
Raisins or chopped dried fruit  
Chopped nuts  
Wheat germ  
Shredded coconut  
Honey or peanut butter

Add just enough honey or peanut butter to roll the Goop into balls, any size you want.





SEPTEMBER THEME

"EXPLORING YOUR NEIGHBORHOOD"

FRIENDSHIP SOUP

Ingredients:

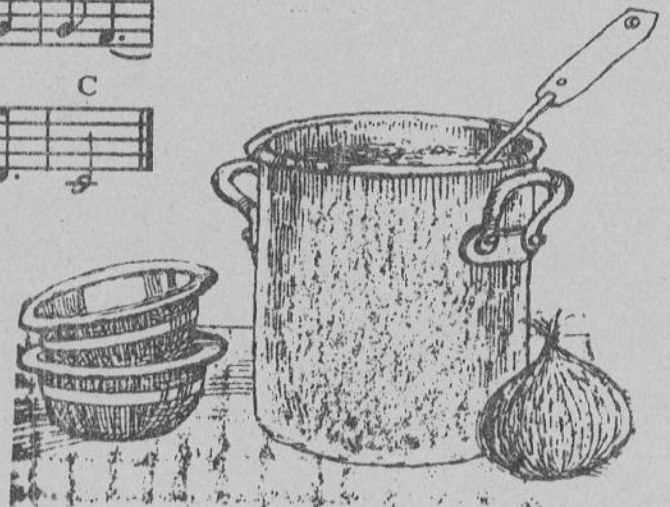
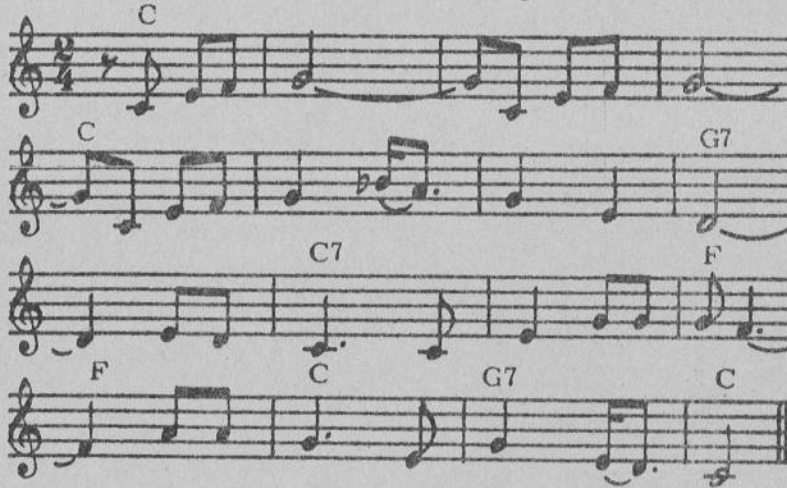
- 2 carrots, washed and sliced
- 1 stalk celery, chopped
- 1 small onion, peeled, chopped
- 2 medium potatoes, peeled and chopped
- 1 cup canned tomatoes
- 3 cups water
- 2 bouillon cubes
- 3/4 tsp. salt
- 2 wieners, sliced

Mix to the tune of When the Saints Come Marching In.

Put everything (Put everything)  
Into the pot. (Into the pot.)  
Put everything into the pot. (Yes-sir-ree!)  
Then let it cook and go dial a number.  
Ask two friends to drop in, please. (Yes, indeed!)

Now stir the soup; (Now stir the soup;)  
Turn heat down low. (Turn heat down low)  
Now stir the soup; turn heat down low (Friendship Soup!)  
Oh, let it simmer, oh, let it slumber --  
Till you friends come marching in.

Or about 1 hour. Makes 5 cups. Serve with crackers.



To add to your outdoor cooking fun, try this "magic trick" on a buddy-burner stove:

#### EGGS AND BACON IN A BAG

Open a lunch-size paper sack, and line the bottom of the sack with a strip of bacon cut in half to keep eggs from sticking to the sack. Place on the hobo stove (buddy burner), and let cook 5-10 minutes (sack will be greased by this time).

Crack and drop one or two eggs into the sack. For scrambled eggs, drop egg from a foot or so above the sack. Cook until egg is the way you like it. Tear down the sides of sack, and remove the food with a spatula.

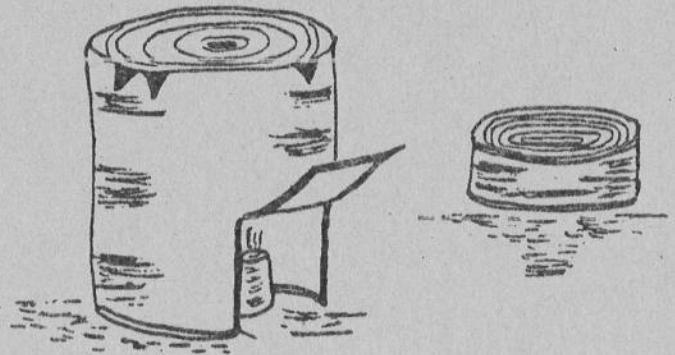
Toast can be made by placing two slices of bread on the can. The bread sticks to the can and toasts quickly.

#### BUDDY BURNER DIRECTIONS

To make a tin-can stove, use a #10 (or one-gallon) can. Invert can; with triangular type can opener make 4 holes in sides near rim, spaced evenly around can.

To make the buddy-burner cooking element, use an empty tuna-fish can or something similar, strips of cardboard, and melted paraffin. Coil strip of corrugated cardboard the same height as the can, and insert in can. (Be sure to cut cardboard across corrugation so that its holes show.) Fill the can with melted paraffin.

To light your burner, turn it on its side, and hold a match near the bottom of the cardboard. To turn off your burner, cover the can with something not flammable. Burner will burn 1-2 hours.



#### GHOST TOAST

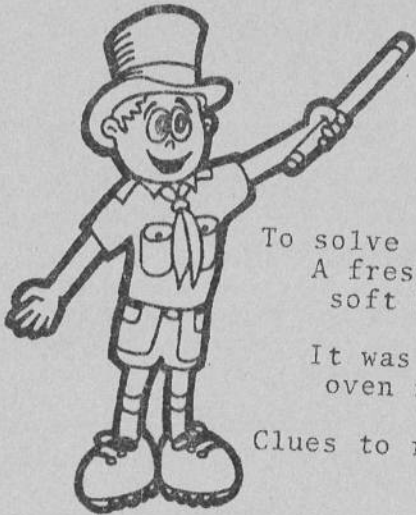
- 2 slices of bread
- 1 Tbl. butter
- 3 Tbl. coconut

Toast the two slices of bread. Then spread them with butter. Put the coconut on a plate, spread it around, and put the buttered toast face down in it. If there is some coconut left on the plate after you have done this, sprinkle what's left over on the toast.

AUGUST THEME

"CUB SCOUT MAGIC"

Try this bit of magic on your Scouts...A real mystery...



DISAPPEARING TOAST

A fresh slice of bread that I know  
Was buttered from head down to toe.  
It was dotted with jelly  
All over its belly.  
It was baked -- now it's gone -- where'd it go?

To solve the mystery you will need these facts:  
A fresh slice of bread was spread with 1 tsp.  
soft butter and dotted with 1/2 tsp. jelly.

It was placed on a cookie sheet and baked in a 350°  
oven for 7 minutes.

Clues to remember: As soon as the toast was removed  
from the oven, it disappeared. One  
glass of milk vanished, too. The only  
one in the kitchen was the cook. What  
happened to the toast?

Can you solve this mystery?

\* \* \*

Here's another mystery for your Scouts to solve:

ABSENT-MINDED PUDDING

Absent-Minded Ingredients:

1 cup what-ch-ma-call-it	1/4 tsp. sprinkly-stuff
1 cup doodle-ma-jiggles	1/2 tsp. uh-uh
1 what's-its-face	1/2 cup do-dads
1/4 cup thing-a-ma-jig	1/2 tsp. you-know

In a bowl, pour the shat-cha-ma-call-it over the doodle-ma-jiggies  
and let stand for 5 minutes. Add the what's-its-face, the thing-a-  
ma-jig, the sprinkly stuff, and the uh-uh. After that, add the  
do-dads and you-know. Mix well and pour into a buttered gizmo.  
Bake 40 minutes in 325°F. oven.

Serve with a squeeze of lemon and a dab of applesauce. Serves 4.

What-cha-ma-call-it = evaporated milk Doodle-ma-jiggies = day-old  
bread cubes. What's-its-face = egg. Thing-a-ma-jig = sugar.  
Sprinkly-stuff = salt. Uh-uh = cinnamon. Do-dads = raisins. You-  
know = vanilla. Gizmo = casserole dish.

### WALKING SALAD

Ingredients:

Apple,  
Raisins,  
Chunky peanut butter

To make a walking salad, cut off the top of an apple, and remove the core. Take care not to cut all the way through to the bottom of the apple. Fill the cavity with peanut butter mixed with raisins; replace the top of the apple, and wrap with plastic wrap or place in a sandwich bag for each carrying.



### HOBO SANDWICH

For each sandwich:

1 small French loaf or frankfurter bun, sliced, buttered and spread with prepared mustard.

Place between bread: 1 slice American cheese  
1 slice Swiss cheese  
1 slice salami, bologna, or boiled ham

Leave whole or cut in half

Ever hear of "hikers" -- also known as "burrs" -- Oh, how pesty they can be getting stuck to your clothes. These "burrs" are a little different and oh so yummy!

### CHOCOLATE BURRS

1 cup sugar	1/4 cup water
3 Tbl. cocoa	1/4 cup peanut butter
1/2 cup instant non-fat dry milk	1-1/2 cups quick-cooking oatmeal
2 Tbl. margarine	1 tsp. vanilla

Measure and combine sugar, cocoa, dry milk, butter and water in saucepan. Place on medium heat. Bring to a boil and stir vigorously for 2 minutes. Immediately lower heat and simmer 2 minutes more.

Remove from heat and add peanut butter. Stir until melted. Measure and add oatmeal and vanilla. Mix well. Drop by teaspoonful on wax paper or foil. Chill until firm.

## JULY THEME

### "HIGH COUNTRY; U.S.A."

Hungry for something cold on a hot July day -- try this neat way of making "ice cream"...

#### Materials needed:

Small baby food jar with lid for each Scout  
Chipped ice  
Ice-cream salt or regular salt  
1-lb. coffee can with plastic lid for each Scout  
Paper towels

#### Ingredients:

1 egg	1-1/3 cup evaporated milk
1/2 cup sugar	(unsweetened)
Pinch of salt	1 cup milk
	1/2 tsp. vanilla

Beat the egg. Add remaining ingredients. Wash the baby food jars, and place them in the cans. Pack ice and salt around the jars until jars are cold, being careful to keep ice and salt outside the jars. Pour the ice cream mix into the jars until each is half full.

Put lids on the jars, and pack chipped ice and salt on top. Place the snap-on plastic lids on coffee cans. Give each Scout a can wrapped with paper towels. The boys may roll the cans on the grass or shake until the ice cream is frozen (approximately 10 minutes). This recipe makes enough for 8 small baby food jars.

Along the "ice cream" idea -- here is a neat "Ice Cream Cone":

#### CUPCAKE CONES

1 pkg. cake mix (1 lb. 2-1/2 ozs.)  
Eggs as called for on package  
24 to 30 flat-bottomed ice cream cones  
Frosting of your choice

Preheat oven to 350°F. Prepare cake mix according to instructions on package. Fill ice cream cones 3/4 full. Place each cone, as you fill it, in muffin pan standing upright.

Place pan in oven. Bake 20-25 minutes. While cones are baking prepare frosting. Frost when cones are cool.

An early morning backyard get-together sure could use some of these:

#### WHIRLIGIG CINNAMON ROLLS

Heat oven to 425°F. Grease 12 muffin cups. Stir together with a fork to a soft dough:

2 cups Bisquick  
2/3 cup milk

Beat dough vigorously 20 strokes, until stiff and slightly sticky.

Roll dough around on cloth-covered board lightly dusted with flour to prevent sticking.

Knead gently by folding, pressing, and turning. Repeat this 8 to 10 times to smooth up the dough.

With lightly floured cloth-covered rolling pin, roll dough into a rectangle, 12x7 inches.

Spread with soft butter. Sprinkle with mixture of:

1/4 cup sugar  
1 tsp. cinnamon

Beginning at the long side, tightly roll up dough. Seal by pinching edge into roll. Cut into 1-inch slices. Place each slice, cut side down, in muffin cup. Bake about 15 min. or until brown. Makes 12 rolls

#### PEANUT BUTTER POCKETS

1 cup peanut butter  
1 cup dry milk powder

1/2 cup honey  
1/4 cup toasted wheat germ

Combine peanut butter and dry milk powder in mixing bowl. Blend thoroughly. Add honey and wheat germ and stir until the batter is smooth.

Drop the peanut butter mixture by tablespoons onto the cookie-sheet. Press into patties about 3 inches wide.

Pick a Pocket Filling\* and place in the center of each. Fold the sides of the peanut butter patty around the filling to form a ball. Store Peanut Butter Pockets in refrigerator -- NOT in your pockets.

POCKET FILLINGS: Whole nuts, chocolate chips, raisins, strawberries, jam or jelly

Sometimes we must move our backyard plans indoors -- so then we can have:

### RAINY DAY POPCORN

1/4 cup oil  
1/2 cup popping corn

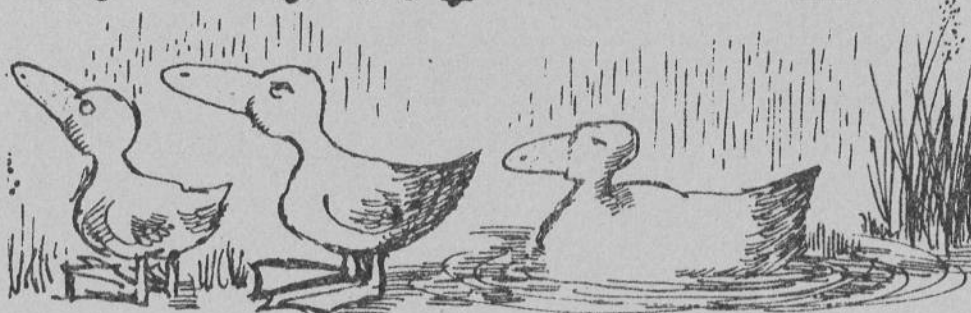
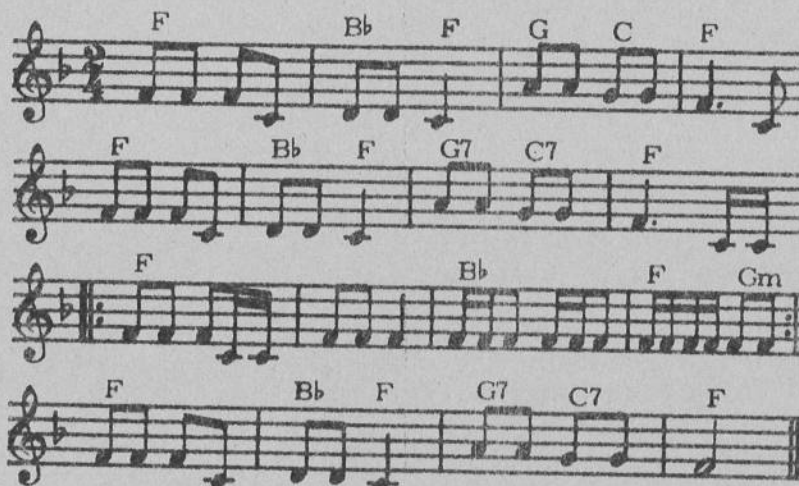
1 tsp. salt  
1/4 stick margarine

Melt margarine in skillet on low heat and set aside.

Pop to the tune of Old MacDonald Had a Farm:

Put Oil and corn into the pot.  
E - I - E - I - O  
Cover pot and heat till hot.  
E - I - E - I - O  
With a Pop! Pop! here, and a Pop! Pop! there.  
Here a Pop! There a Pop! Everywhere a Pop! Pop!  
Shake the pot; let popping stop.  
E - I - E - I - Oooh...LOOK HOW FLUFFY!

Pour the popped corn into bowl.  
E - I - E - I - O!  
Salt and stir in oleo.  
E - I - E - I - O!  
With a Munch! Munch! here, and a Munch! Munch! there.  
Here a Munch! There a Munch! Everybody Crunch! Crunch!  
Popcorn, popcorn, down you go.  
E - I - E - I - Oooh... SO DELICIOUS!



Now you can't have hamburgers without "french fries"!

### PEANUTTY FRIES

- 12-oz. package (2 cups) Reese's  
Peanut Butter Chips
- 14 oz. can (1-1/3 cups) sweetened  
condensed milk

Butter an 9-inch square pan; set aside. Combine chips and condensed milk in large microproof bowl. Microwave on high (full power) for 1-1/2 minutes or until chips are softened. Stir until chips are melted and blended. Pat mixture into prepared pan.

Cool completely at room temperature. Cut into strips to look like french fries. Carefully remove with metal spatula.

These squigglies are as much fun to play with as they are to eat. Let your scouts try their hands at cutting out these figures.

### SQUIGGLY WIGGLIES

- 1 10-oz. pkg. frozen strawberries
- 1 12-oz. can lemon-lime carbonated  
beverage

In a blender container or food processor bowl combine strawberries and 1/4 cup of the lemon-lime beverage. Cover. Blend or process till smooth. Set mixture aside.

- 3 envelopes unflavored gelatin
- 1 6-oz. can frozen regular or  
pink lemonade concentrate
- 1 4-oz. container frozen whipped  
dessert topping, thawed

Pour remaining lemon-lime beverage into a medium saucepan. Sprinkle the gelatin atop. Let stand for 5 minutes.

Stir constantly over low heat until the gelatin dissolves. Remove from the heat. Stir in frozen lemonade concentrate until melted. Stir in the fruit mixture. Add the dessert topping and mix well.

Pour the mixture into an 11x7x2" baking pan lined with plastic wrap. Cover and chill until firm.

Invert gelatin mixture onto a cutting board. Remove plastic wrap. Use a knife or cookie cutters to cut out shapes. Makes about 36 (1-1/2") pieces.





## JUNE THEME

### "BACKYARD FUN"

What a good time for a "Cookie Camp-out" right in your own backyard! Start with a "Campfire"!

#### CAMPFIRE COOKIES

1-1/2 cups semisweet chocolate pieces	24 maraschino cherries
1 6-oz. pkg. (4 cups) chow mein noodles	1/4 cup shredded coconut

In a medium saucepan melt chocolate pieces over low heat, stirring occasionally. Remove from heat. Stir in chow mein noodles. Drop by rounded teaspoons on top of cherry (allow cherry to peek through noodles -- this is the flame of your "campfire") onto a waxed paper lined baking sheet.

Top with a few strands of coconut (to signify smoke).

Chill in refrigerator 1 to 2 hours or until firm.  
Makes 24 cookies.



Now add the "Hamburgers"!

#### BACKYARD BURGERS

Few drops water	48 vanilla wafers
1 drop green food coloring	24 chocolate-covered peppermint patties
1/4 cup flaked coconut	Sesame seed or poppy seed

In a small screw-top jar combine the few drops water and the green food coloring. Add coconut; cover and shake until all of the coconut is tinted. Set aside. (to signify lettuce)

Place half of the vanilla wafers, flat side up, on an ungreased cookie sheet. Top each with a chocolate-covered peppermint patty. Place in the 350° oven about 1 minute or just till chocolate begins to soften. Sprinkle each with 1/2 teaspoon tinted coconut. Top with another vanilla wafer. Press gently.

With a clean paint brush, brush the top vanilla wafer with just enough water to moisten so the sesame seed will stick. Makes 24.

## FIX 'EM UP POPCORN BARS

BEFORE YOU START: Make 1 recipe Popped Corn using 1/2 cup unpopped corn.

Butter one jelly roll pan (15x10x1-inch)

1 recipe Popped Corn	1/4 cup water
1/2 cup butter	1 tsp. salt
1 cup firmly packed light brown sugar	1 7-oz. milk chocolate bar
1/4 cup light corn syrup	1 cup chunky peanut butter
	Whole peanuts

Place popped corn in large mixing bowl and set aside. Melt butter in 2-quart saucepan over medium heat. Stir in sugar, corn syrup, water and salt. Cook over medium heat, stirring constantly with a wooden spoon. Continue cooking and stirring until the sugar is melted and the mixture starts to boil. Boil mixture until it reaches 250°F. on candy thermometer.

Slowly pour mixture over popcorn. Stir until popcorn is evenly coated with the mixture. Place popcorn mixture into buttered jelly roll pan, pressing down firmly. Melt chocolate bar and peanut butter together in 1-quart saucepan over low heat. Stir with wooden spoon until chocolate is melted.

Using rubber spatula, spread chocolate mixture evenly over the popcorn. Let cool until firm and set. Cut into 50 (3x1-inch) bars. Place a whole peanut on top of each bar.

\* \* \*

Don't sit there like a bump on a log. Join in the fun shaping chocolate cookie logs and decorating them with candy "bumps."

## BUMP-ON-A-LOG COOKIES

1/2 cup butter  
2/3 cup sugar  
1/4 cup unsweetened cocoa  
1 egg  
1 tsp. vanilla

In a large mixer bowl beat butter with electric mixer until softened. Add sugar, cocoa powder, egg, and vanilla and beat till fluffy.

1/4 cup water  
2 cups flour

With mixer on low speed beat in water. Gradually add flour, beating till well mixed. If necessary, cover and chill dough in refrigerator about 2 hours or till firm enough to handle.

Divide dough into 12 equal parts. On a lightly floured surface roll each part of the dough into a 12-inch rope. Cut ropes into 3-inch logs.

Small gumdrops, halved and/or candy-coated milk chocolate-covered peanuts

Place logs about 1-inch apart on ungreased cookie sheets. Lightly press 3 or 4 candies atop each log.

Bake at 350°F. for 12-15 minutes. Makes 48 cookies.

MAY THEME

"WORKING WITH WOOD"

A good recipe for small hands because there is no beating -- and yet it's a grownup recipe.

WOOD STACK COOKIES

1/2 cup butter	3 ounces chocolate chips
1 cup graham cracker crumbs	6 ounces butterscotch chips
1 cup flaked coconut	1 can (14 ozs.) sweetened condensed milk

Preheat oven to 325<sup>o</sup>F.. Melt butter in saucepan over low heat. Pour melted butter into baking pan, making certain that it covers bottom of pan.

Measure and add in layers: graham cracker crumbs, coconut, chocolate and butterscotch chips, condensed milk. Bake 30 minutes. Remove and cut into squares while still warm.



NUTS 'N BOLTS

1 cup Kix cereal	3 Tbl. butter
1 cup Cheerios cereal	1/4 tsp. Worcestershire sauce
1 cup thin pretzel sticks	1/8 tsp. garlic salt
1/2 cup salted peanuts or mixed nuts	1/8 tsp. celery salt

Combine cereals, pretzel sticks and nuts in large baking pan. Melt in butter in small saucepan. Stir in Worcestershire sauce, garlic salt and celery salt.

Pour butter mixture over cereals. Stir and salt lightly. Bake 30 minutes in 250<sup>o</sup>F. oven, stirring carefully with wooden spoon several times. Makes 3 cups.

Sweet treats hide inside these powdered sugar-coated cookies.  
Take a bite and see...

### SURPRISE SNOWBALLS

3/4 cup butter  
1/2 cup sugar  
1/4 tsp. salt

1 egg  
1/2 tsp. vanilla

1-3/4 cups flour

Candy-coated chocolate-  
covered peanuts, gumdrops,  
jelly beans, M&Ms, etc.

3/4 cup sifted powdered  
sugar

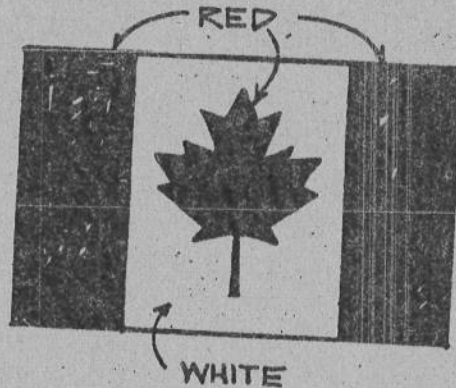
Turn oven to 350°F. In a large  
mixer bowl beat butter with electric  
mixer on medium speed till softened  
(about 30 seconds). Add sugar and  
salt and beat till fluffy.

Add egg and vanilla. Beat well

With mixer on low speed gradually  
beat in flour till well mixed.

Shape the dough into 1-inch balls.  
Press a piece of desired candy in  
center of each and shape the dough  
around it so you can't see the  
candy. Place balls about 2 inches  
apart on ungreased cookie sheets.

Bake in 350°F. oven about 15 min.  
or till edges are golden. Place  
powdered sugar in plastic bag. Trans-  
fer 2 or 3 cookies at a time to the  
bag of powdered sugar. Gently shake  
cookies in powdered sugar till  
coated. Cool on a cooling rack.  
When cool, gently shake cookies  
again in powdered sugar. Makes about  
36 cookies.



**CANADA'S FLAG.** The maple leaf is the  
national emblem. Canada adopted  
this flag in 1964. The den may make a  
copy on construction paper.

APRIL THEME  
"CANADA, OUR NEIGHBOR"

A cookie that's heavenly to taste and packed with healthful ingredients...

MAPLE FROSTY CHOCOLATE DROPS

2 squares (2 ozs.) unsweetened chocolate	1/4 tsp. salt
2/3 cup butter	1/2 cup granulated sugar
1/2 cup nuts, chopped	1/2 cup brown sugar
1-1/2 cups flour	1 egg
1/2 cup wheat germ	2 tsp. vanilla
1/2 tsp. baking soda	1/3 cup milk

Preheat oven to 350°F. Grease baking sheet. Melt chocolate and butter in top of double boiler. Remove from heat; add nuts.

Measure flour, wheat germ, baking soda, salt and sugars into medium size bowl. Stir lightly. Break egg into large mixing bowl. Add vanilla. Beat well. Stir melted chocolate gradually into egg. Add dry ingredients alternately with milk to egg mixture.

Drop by teaspoonfuls onto baking sheet; bake 10 to 12 min. Remove with metal spatula to cool on rack. Frost with Maple Frosting below:

MAPLE FROSTING

1-1/2 Tbl. butter	1/4 cup maple blended syrup
1-1/3 cups confectioners sugar	1/8 tsp. salt

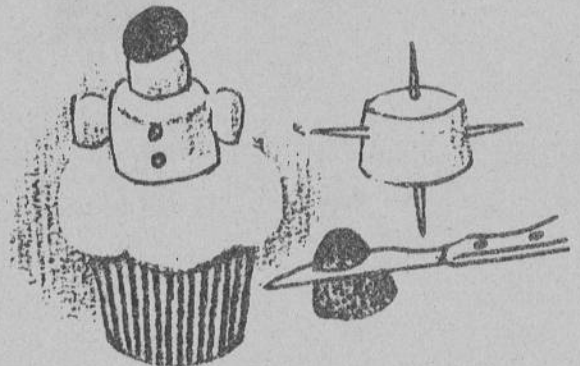
Measure butter into mixing bowl. Soften butter by beating with mixing spoon or electric mixer. Measure and slowly add half of the sugar, blending well.

Add remaining sugar alternately with syrup. Beat after each addition until smooth.

JOLLY SNOWMEN

Frost cupcakes with white frosting.

Make each snowman, as shown, with 1 large marshmallow, 3 miniature marshmallows, and 2 toothpicks. Use a rounded slice from a 1-inch gumdrop for the hat. With frosting, fasten on 2 cinnamon candy buttons. Stick a snowman on top of each cupcake.



Try these shells filled with tuna salad to make an irresistible seafood sandwich for a special Den Meeting.

### STUFFED SEASHELLS

1-1/2 boxes (3 sheets frozen puff pastry	1/3 cup chopped onions
1 egg, beaten with 1 tsp. water	3 sweet pickles, chopped
3 7-oz. cans tuna, drained	1 tsp. onion powder
1 3-oz. can water chestnuts, drained and chopped	1/2 tsp. celery salt
	3/4 cup mayonnaise

Preheat oven to 400°F. Thaw puff pastry for 20-30 minutes. Unfold and cut each sheet into 4 equal squares. Cut each pastry square into a scallop-shaped shell. Place shells on ungreased baking sheet, brush pastry with beaten egg and score with knife to resemble the lines of a scallop shell. Bake for 15-20 min. Cool.

Combine tuna, water chestnuts, onions, sweet pickles, onion powder, and celery salt. Blend in enough mayonnaise to "bind" sandwich filling. Chill until ready to serve. Just before serving, split shells open with sharp knife and fill with tuna salad.

### BANANA RAFTS

Firm Bananas  
Chilled Orange Juice

Slice bananas 1/4" thick. Pour juice in large bowl. Float sliced bananas in juice.



### PIRATE SHIP PIZZAS

6 rolls, 6-7 inches long	1/2 lb. fresh mushrooms, sliced
1 Tbl. olive oil	1/2 tsp. crushed oregano
1 Tbl. butter	1/2 tsp. dried basil leaves
1 clove garlic, crushed	2 Tbl. grated Parmesan cheese
1 large onion, sliced	1 8-oz. pkg. sliced pepperoni
1 large green pepper, chopped	1/3 cup sliced ripe olives
1 8-oz. can pizza sauce	1 cup grated mozzarella cheese
2 Tbl. tomato paste	12 slices mozzarella
	12 carrot curls
	12 rigid plastic straws

Preheat oven to 350°F. Slice rolls in half lengthwise. Hollow out a slight depression in each half to create a boat shape.

Heat oil and butter in a pan and saute' garlic, mushrooms, onion and green pepper until tender. Stir in pizza sauce, tomato paste, oregano, basil, and Parmesan cheese. Set aside. (This sauce can be prepared in advance and refrigerated, or even frozen.)

Toast rolls in hot oven for 15 minutes to crisp the crusts. Fill rolls with pizza sauce and place on a baking sheet. Top with pepperoni, olives, and grated mozzarella.

Bake at 400°F. for 10 minutes or until the cheese is bubbling and melted.

Meanwhile, prepare sails by skewering a slice of mozzarella cheese with a straw and sticking a carrot flag on the end. Just before serving, insert sails into pizza boats.

NOTE: Allow pizza to cool slightly, so that sails won't be melted by the heat.

### SEA SPREAD

1 7-oz. can tuna, drained	1 Tbl. lemon juice
1/2 cup sour cream	1/4 tsp salt
1 small onion, finely chopped	1 Tbl. sweet relish
1 cup peeled, chopped cucumber	dash of pepper

Combine all ingredients together in mixing bowl. Spread on crackers, toast, etc.

These soft bars look and taste like gingerbread. But take a bite and you'll find little gumdrop treasures buried in each bar.

### HIDDEN-TREASURE GINGER BARS

1/2 cup butter (1 stick)  
1/2 cup brown sugar

Turn oven to 350°F. Grease a 13x9x2" baking pan. In a large bowl beat butter until softened. Add brown sugar and beat till fluffy.

1/2 cup light molasses  
1 egg

Add molasses and egg. Beat well.

1-1/4 cups flour  
1 tsp. baking powder  
3/4 tsp. ground ginger  
3/4 tsp. ground cinnamon  
1/2 tsp. salt  
1/4 tsp. baking soda

In a medium bowl stir together flour, baking powder, ginger, cinnamon, salt and baking soda. Gradually add half of the flour mixture to the molasses mixture, beating well.

1/3 cup water

Beat in the water and then the remaining flour mixture until well mixed.

3/4 cup snipped\*  
gumdrops

With a wooden spoon stir in gumdrops. Pour batter into the greased and floured baking pan. Spread the batter evenly in the pan.

Powdered Sugar  
(Optional)

Bake for 20-25 minutes. Cool on rack. Sprinkle with powdered sugar if desired. Cut into bars. Makes 36 bars.

\*Use kitchen scissors to snip the gumdrops. Cut small gumdrops in half and cut large ones into 4 or more pieces.



## MARCH THEME

### "SEA ADVENTURES"

A pack meeting treat of old-fashioned "salt-water" taffy will provide a fitting end to a meeting full of "Sea Adventures". Or a batch could be made by a den during a weekly den meeting.

This recipe will provide about one-half of a pound of taffy -- enough for each member of the den to have three or four pieces. First, butter a platter; then, stir together in a saucepan:

1 cup sugar	1/4 cup light corn syrup
1/2 cup water	1/8 tsp. salt

Heat slowly until all sugar is dissolved. Then bring to a boil, stirring constantly. Have a cup of ice water handy. The mixture is fully cooked when a small amount forms a hard ball when dropped into the ice water.

Immediately pour it onto the buttered platter. When the syrup is cool enough to handle, gather it into a ball and pull until it is white and firm. Butter or oil hands lightly for this operation. Pull taffy into a rope, twist it, and cut it into pieces with a scissors.

The taffy can be flavored by adding a few drops of peppermint, 1 teaspoon of vanilla, or 2 tablespoons of cocoa just before you start to pull it.

### THE INCREDIBLE SHRINKING CHOCOLATE SNAKE

1/2 cup peanut butter	1/4 cup chopped nuts
1/2 cup dry milk powder	1/4 cup raisins
1/2 cup honey	1/4 cup chopped dates
1 Tbl. cocoa	2 Tbl. shredded coconut
1/2 tsp. vanilla	

Combine peanut butter and dry milk in mixing bowl. Stir until blended.

Stir in honey, cocoa, vanilla, nuts, raisins, dates and coconut -- one at a time.

Put mixture on wax paper and roll into the shape of a fat snake. Pull or cut off pieces -- they're ready to eat.

Wrap Rapidly Shrinking Snake in wax paper and store in refrigerator.



FEBRUARY THEME

"BLUE & GOLD TRADITIONS"

Spice up your Blue & Gold Banquet with a few old favorite tunes to show your Pack how Scouts make treats...

NUTTY CHOCOLATE COOKIES

Preheat oven to 375°. You will need:

- |                     |                        |
|---------------------|------------------------|
| 1/2 cup shortening  | 1 tsp. salt            |
| 3/4 cup brown sugar | 1/2 tsp. baking soda   |
| 1-1/2 cups flour    | 2 Tbl. water           |
| 1 egg               | 1/2 cup chopped nuts   |
|                     | 1 cup chocolate pieces |

Mix to the tune of She'll Be Comin' Round the Mountain,

Cream the shortening with the sugar, cream it well.  
Stir the mixture with a spoon, now give a yell.  
Add the flour to the bowl;  
Add the egg as you are told.  
Stir the mixture with a spoon and add the salt.

Mix the soda with the water, mix it well.  
Add the mixture to the bowl, now give a yell.  
Add the nuts and chocolate bits;  
Stir as if you're having fits.  
Stir the mixture in the bowl, as you are told.

Take a teaspoon of the mixture and be neat.  
Drop it carefully upon a cookie sheet.  
Now repeat until you clean up;  
Bake the cookies till they brown up.  
Bake the cookies till they brown up -- fit to eat.

Bake 10 to 12 minutes. Makes 30 cookies.

The musical notation is written on four staves in G major (one sharp) and 2/4 time. The chords indicated above the notes are: D7, G, G+6, G, D7, G, D7, G, F G7, C, A E-7, G, Cmaj7D7, G.

Are you planning a Pinewood Derby Fiesta??? Here's a special centerpiece for your head table...

PINEWOOD DERBY CAKE

- 1 baked 13x9" cake, cooled
- 1-1/3 cups flaked coconut
- Green & Yellow food coloring
- Seven minute frosting\*
- Doll race car driver
- 2 chocolate kisses
- Black rope licorice
- 1 orange gumdrop
- Chocolate sprinkles



Cut cake as shown in diagram 1. For ease in cutting, first measure and mark distances with wooden picks. Then cut between picks with a sharp knife. Assemble all cake pieces except wheels on large tray, (at least 20x14") as shown in diagram 2. Shaded pieces are not used.

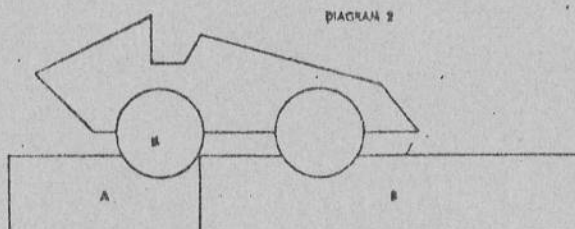
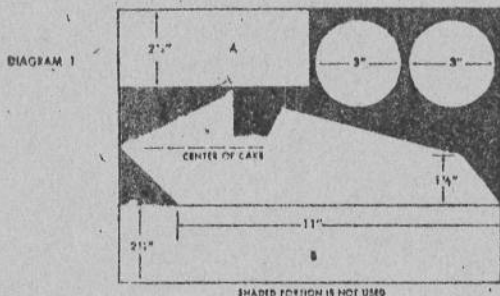
Divide coconut into two bowls. Add a different food coloring to each bowl; toss with fork to evenly tint. Frost cake; coat track with green coconut, car with yellow. Insert doll into "seat". Put chocolate kisses on front of car to resemble lights; insert pieces of licorice into back to resemble tail pipes. Roll out gumdrop; cut number and put on car. Frost wheels; decorate rims with chocolate sprinkles, put non-pareils in center.

\*SEVEN MINUTE FROSTING (4-1/2 cups)

- 2 egg whites
- 1-1/2 cups sugar
- dash salt
- 2 tsp. light corn syrup
- 1 tsp. vanilla

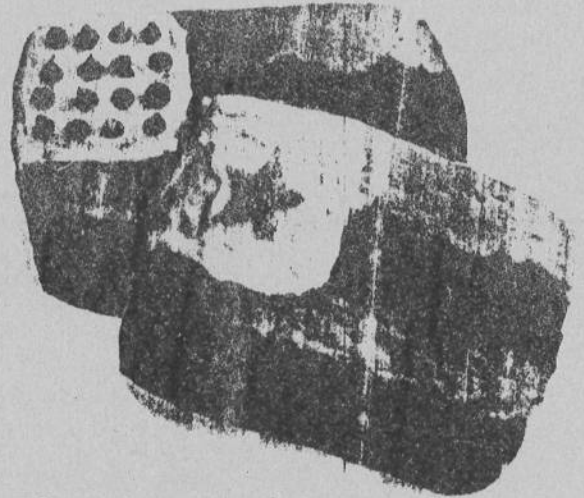
Combine whites, sugar, salt, corn syrup, and 1/3 cup water in top of double boiler. Beat about 1 minute or until thoroughly mixed. Put over boiling water; beat constantly with rotary beater or at high speed 7 minutes or until frosting will stand in stiff peaks. Remove from boiling water. For very smooth, satiny frosting, pour at once into large bowl for final beating. Then beat in vanilla for 1 minute, or until thick enough to spread.

**RACER CUT-UP CAKE**





## STAR-SPANGLE BANNERS



1/2 cup butter (1 stick)  
1/2 cup shortening  
1/2 cup sugar  
1/2 cup packed brown sugar

1 egg  
2 Tbl. milk  
1/2 tsp. vanilla

2-1/4 cups flour  
1/2 tsp. baking soda  
1/2 tsp. salt

1/8 to 1/4 tsp. red  
paste food coloring

Canned creamy white frosting.  
Blue colored sugar or blue  
decorator icing.

In a large mixer bowl beat butter or margarine and shortening with electric mixer on medium speed about 30 seconds. Add sugar and brown sugar and beat till fluffy.

Add egg, milk, and vanilla. Beat well.

In a medium bowl stir together flour, baking soda, and salt. With mixer on low speed gradually add flour mixture to butter mixture, beating till well mixed.

Divide dough in half. To one half, add food coloring and stir till well mixed. Follow directions below\* for layering dough.

Turn oven to 375°. Follow directions below for slicing dough. Place slices 1-inch apart on ungreased cookie sheets. Bake 8 to 10 minutes or till edges are golden. With pancake turner lift cookies onto cooling rack to cool. In upper left corner of each flag, spread a 1-inch square of white frosting. Decorate with colored sugar or decorator icing. Makes about 36.

\*Put a piece of waxed paper in the bottom and up 2 sides of a 8x4x2-inch loaf pan. Press half of the red dough evenly in pan. Top with half of the plain dough, patting evenly. Repeat red and plain layers, patting each evenly. Cover Freeze 4 hours.

Grasp the waxed paper to lift the dough out of the loaf pan. With a sharp knife, slice the dough crosswise into 3 equal parts. Then, starting at the short end of each part, cut crosswise into 1/4-inch thick slices.

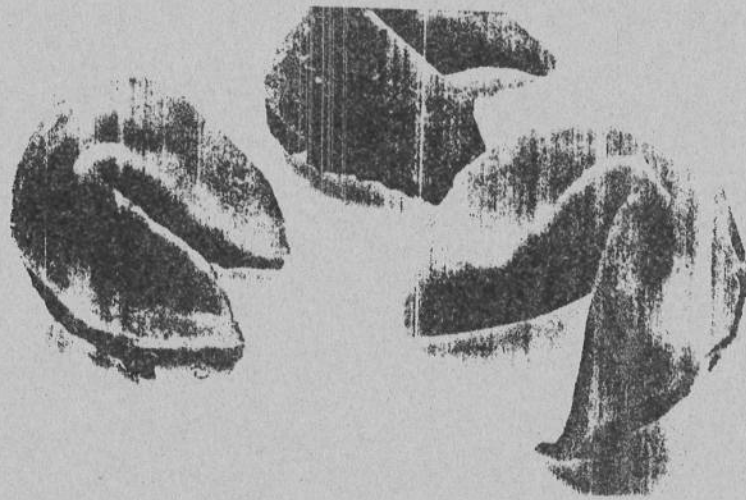
GOOD FORTUNE COOKIES continued...

1 Tbl. water  
1/2 teasp. vanilla

Add water and vanilla. Stir well.



Lightly grease a skillet or griddle with cooking oil. Make 1 cookie at a time. For each cookie, pour 1 Tbl. of the batter in the skillet or griddle and spread to a 4-inch circle. Cook over medium-low heat about 4 minutes or till light brown. Turn with wide pancake turner and cook 15 seconds more. Working quickly, follow directions below for shaping cookies. Makes 8 cookies.



Cookies on a stick that start with a mix. Decorate each lollipop before baking.

LOLLIPOP COOKIES

1 pkg. cookie mix  
(3 doz. size)

Turn oven to 375°. Grease cookie sheets if necessary (check mix directions). Prepare cookie dough according to directions on package.

12 to 14 wooden sticks

Roll dough with your hands into 1-1/2" balls. Put about 2 inches apart on cookie sheets. Insert a wooden stick half-way into each ball of dough.

Sugar

Dip a flat-bottomed glass in some sugar, then use to flatten cookies.

Decorate cookies as desired with candies, fruits, or chocolate butterscotch flavored pieces.

Bake in 375° oven according to times on cookie mix package. With pancake turner lift cookies onto cooling rack to cool. Makes 12 to 14 cookies.

## JANUARY THEME

### "FIESTA"

Why "Fiesta" for a theme in January??? Here is a little in the Explanation Department -- a little food for thought!!!

January 1st is the first day of a new year in the United States and in many, many other countries in the world. In some lands, the new year begins on a different date. But whatever the country and custom, greeting the New Year is almost always a cause for celebration.

Five thousand years ago, in Mesopotamia, the new year was welcomed with festivities that lasted eleven or twelve days. In ancient Rome, the year had only ten months, and March was the start of the year. After January and February were added to the Roman calendar, the new year began on January 1st, as it does now, and was marked with feasting and merrymaking of all sorts.

It is on New Year's Day that friends and relatives exchange gifts in the Soviet Union, since Christmas and other religious holidays are not observed by most Russians. Open house celebrations, with friends calling on one another, are as common on New Year's Day in China as in the United States, England, France, and dozens of other countries.

Start your "Fiesta" with:



#### FIRECRACKERS

Add 1 or 2 drops only of blue food coloring to the white frosting. Frost cupcakes with the light blue frosting.

Stick 3 small red candles upright into each cupcake, as shown.

Oriental treats made in a frying pan. First, scouts can enjoy writing fortunes. Then, adults can have the "honorable" job of frying the cookies.

#### GOOD FORTUNE COOKIES

1/4 cup flour  
2 Tbl. sugar  
1 Tbl. cornstarch  
Dash salt

2 Tbl. oil  
1 egg white

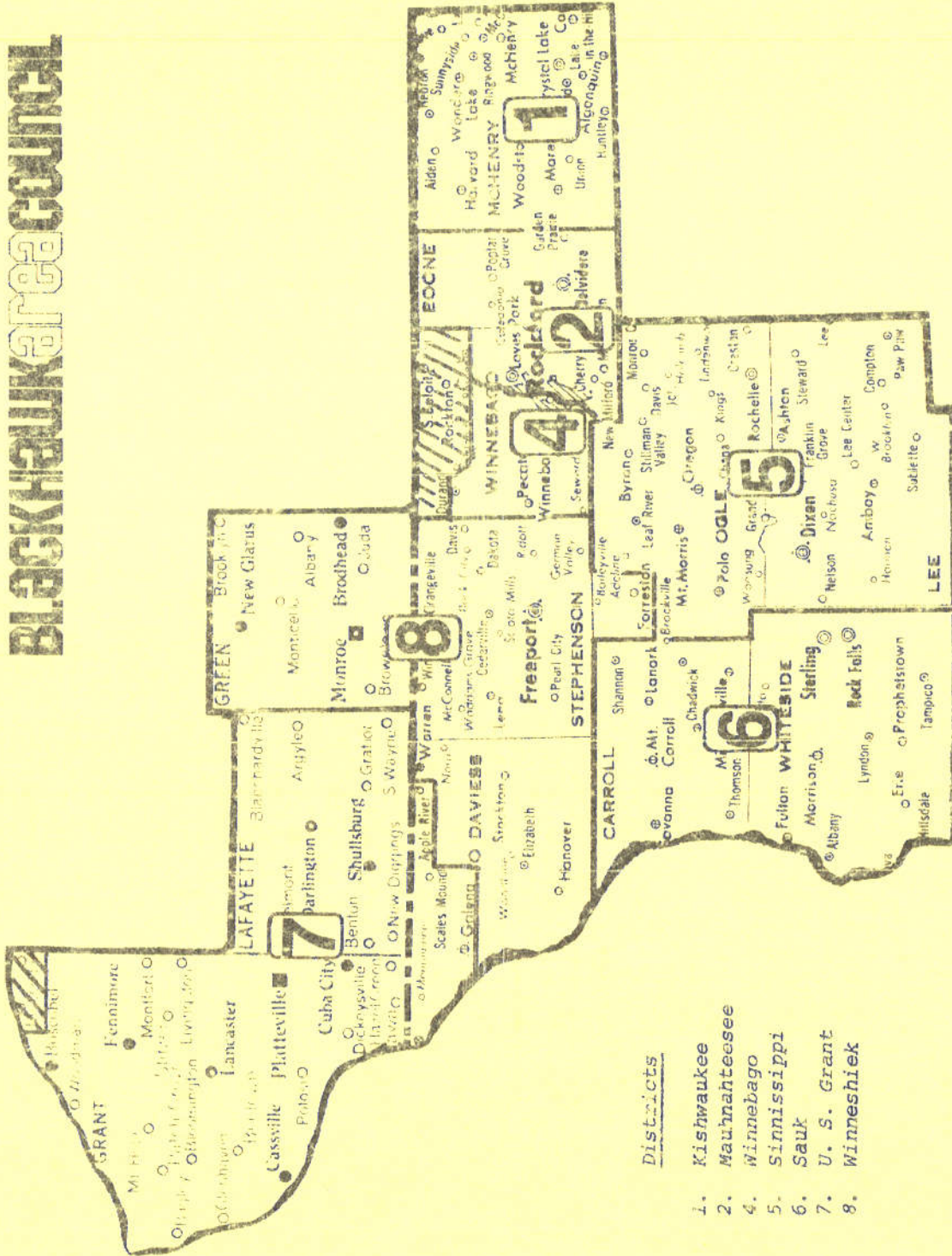
Before making the cookies, write fortunes on strips of paper 1/2 inch wide and about 6 inches long. In a small mixing bowl stir together flour, sugar, cornstarch, and salt.

Add cooking oil and egg white and stir till mixture is smooth.





# BLACKHAWK AREA COUNCIL



Districts

1. Kishwaukee
2. Maunahauteese
4. Winnebago
5. Sinnissippi
6. Sauk
7. U. S. Grant
8. Winneshiek

Serving the Counties of Boone, Carroll, Jo, Davis, Lee, McHenry, Ogle, Stephenson, Whiteside, Winnebago in Illinois; Grant, Green, LaFayette in Wisconsin.

PERMISSION SLIP FOR FIELD TRIPS

PACK OR DEN NO. \_\_\_\_\_ IS PLANNING A PACK TRIP ( )

PLANS HAVE BEEN APPROVED BY: \_\_\_\_\_  
(PACK COMMITTEE)

MR. \_\_\_\_\_ IS CUBMASTER OF THE PACK DIRECTLY RESPONSIBLE FOR THIS TRIP. HE WILL BE GLAD TO HAVE YOU CALL HIM IF YOU HAVE ANY QUESTIONS.

HIS PHONE NUMBER IS: \_\_\_\_\_

THE LEADER IN CHARGE OF THIS TRIP WILL BE \_\_\_\_\_

THE PACK WILL BE GONE \_\_\_\_\_ LEAVING ON \_\_\_\_\_ FROM \_\_\_\_\_  
(DATE) (PLACE)

AT \_\_\_\_\_ O'CLOCK & RETURNING ON \_\_\_\_\_ TO \_\_\_\_\_ AT \_\_\_\_\_  
AT \_\_\_\_\_ O'CLOCK & RETURNING ON \_\_\_\_\_ TO \_\_\_\_\_ AT \_\_\_\_\_ O'CLOCK

THE COST FOR EACH BOY WILL BE: \_\_\_\_\_ FOR \_\_\_\_\_

THIS IS TO BE PAID ONE WEEK BEFORE DEPARTURE: \_\_\_\_\_

EACH BOY WILL BRING \_\_\_\_\_  
(LIST NECESSARY EQUIPMENT)

IN CASE OF EMERGENCY, THE LEADERS WILL CALL MR \_\_\_\_\_  
(NAME)

\_\_\_\_\_  
(ADDRESS) (PHONE)

WHO WILL IMMEDIATELY GET IN TOUCH WITH THE PARENTS

PACK LEADER \_\_\_\_\_

-----  
TEAR OFF AND RETURN TO PACK LEADER

MY SON \_\_\_\_\_ IS IN GOOD PHYSICAL CONDITION AT PRESENT AND HAD NO SERIOUS ILLNESS OR OPERATION SINCE HIS LAST HEALTH EXAMINATION. I SHALL MAKE SURE THAT HE DOES NOT ATTEND IF HE IS NOT FEELING WELL. I UNDERSTAND THE COST WILL BE \_\_\_\_\_ DURING THE TRIP PERIOD. I MAY BE REACHED AT \_\_\_\_\_

\_\_\_\_\_  
(ADDRESS) (PHONE)

ANY REMARKS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
SIGNATURE - PARENT OR GUARDIAN

7. The Rockford Register Star

- a) The Friday's "GO" Section
- b) The Tuesday's "Next 6-Week Planning Guide" under the Lifestyle Section

8. Your own local newspaper

9. The telephone book

- a) GTE
- b) Ameritec  
(both have "Calender of Events" and "Area Attractions" sections)

Some key places: (1) Discovery Center  
(2) Rockford Art Museum  
(3) Time Museum

This is not, by any means, an all inclusive list. Please feel free to discuss and add to from your own experiences. Then pass it around, not just in your own committee, but to other packs and troops or wherever/whenever there is a gathering of scout leaders.

We must acknowledge the strong support of our community, including the business and corporations, the Park Districts, the Forest Preserve Districts, the Tourism Council, etc., for their continuing success of these functions.

\*\*\* SHARE and GROW with KNOWLEDGE \*\*\*

by Michael S. Lager

?????

WHERE TO GO / WHAT TO DO

?????

We are very fortunate to have a wide variety of places and events occurring throughout the region during all four seasons. A lot of the activities are either free or at a nominal expense. An important factor when budgeting for your den, pack or troop. Also, many of the programs can help the scouter's achievements towards his advancement. One only needs to keep "IN TUNE" to when an event is scheduled and plan accordingly. With that in mind, here are a list of sources to joggle your mind and help plan your events/activities.

1. Northern Illinois Tourism Council  
1740 S. Bell School Road  
Cherry Valley, IL 61016  
(815) 332-9626 or (800) 248-NITC  
or/ 150 North 9th Street  
Rockford, IL 61107  
(815) 964-6482 or (800) 248-6482
2. Rockford Park District  
1401 North 2nd Street  
Rockford, IL  
(815) 987-8800  
a) Spring & Summer Guide Book  
b) Fall & Winter Guide Book  
c) Monthly Special Events Calender

Some key places: (1) Burpee Museum of Natural History  
(2) Lockwood Observatory  
(3) Midway Village/Rockford Museum Center  
(4) Sinnissippi Park/Greenhouse

3. Belvidere Park District  
960 West Lincoln Avenue  
Belvidere, IL 61008  
(815) 547-5711
4. Winnebago County Forest Preserve District  
5500 Northrock Drive  
Rockford, IL 61103  
(815) 877-6100

Some key places: (1) Colored Sands Bird Banding Station  
(2) Severson Dells Environmental Center  
(3) Double Eagle Two Nature Study Center

5. Boone County Conservation District  
7600 Appleton Road  
Belvidere, IL 61008  
(815) 547-7935  
a) Riffles & Eddies
6. Illinois Dept. of Conservation  
524 South Second Street  
Springfield, IL 62701-1787  
(217) 782-7454  
a) Outdoor Highlights  
b) Kids for Conservation

Some key places: (1) Rock Cut State Park (Pierce Lake)  
(2) White Pine State Park  
(3) Volo Bog State Nature Area  
(4) Lowden State Park

**Ogle County Historical Society Museum** - 6th and Franklin, Oregon, 732-2100. Open to the public during the summer months.

#### **Parks**

**Castle Rock State Park** - located on Rt. 2, three miles south of Oregon, 732-7329. Over 2000 acres of natural areas unique to Illinois. Most popular feature is the Castle Rock, a large sandstone butte which stands high and majestic above the Rock River. Hikers and camera buffs climb the wooden steps to enjoy a breath taking vista of the river and countryside. Many trails available.

**White Pines Deer Park** - 1900 S. Harmony Road just off Pines Road, Oregon, 732-2088. Educational park with animals and birds. Privately owned. May - Sept.

**White Pines State Park** - R. R. 1, Mt. Morris, 732-3717. 385-acre park protecting a virgin stand of White Pine, the southern-most of its kind in the midwest. Varied topography of meadow areas, creeks, forest and moss covered bluffs. Many species of birds, and mammals. Camping, picnicking, fishing & hiking.

#### **LEE COUNTY**

**President Ronald Reagan Boyhood Home** - 816 Hennepin Av., Dixon. March to December 1-5 Sun., 10-4 Weekdays, closed Tue.: January and February, 1-4 Sun. 10-4 Mon. and Tue.

**Loveland Community House Museum** - 513 West Second St., Dixon. 8-noon Wed., Thur., Fri, and first Sat. Others times by appointment, no cost.

**Dixon Hydroelectric Plant** - downtown Dixon. Observe how electricity is generated.

**Dixon Court House** - see court in session, tour the jail.

#### **GALENA**

**U. S. Grant Pilgrimage** - sponsored by Blackhawk Area Council for all Scouting families and leaders, held the last weekend of April; tour Grant's home and many other historic sites in Galena; special events are planned which differ each year.

### Monuments

**Battle Ground Memorial Park** - located on high knoll on Rt. 72, Stillman Valley c/o James Meissen 645-2603. Stillman's Run Memorial was listed in the national Register in 1983. Site of the first battle of the Blackhawk War 1832. Oldest burial site in northern Illinois. 12 men who died in the only war fought in Illinois are at rest here. Lincoln was in charge of the burial detail and was here at least twice afterwards.

**The Blackhawk Statue** - Lowden State Park, Oregon. Designed by Lorado Taft, leading sculptor in Chicago. Dedicated in 1911 as a study in the character of the American Indian. The public gave the figure the name "Blackhawk" after the American leader of the Fox and Sauk Indians in the Black Hawk War (1832). The figure is 48 ft. high and stands 250 ft. above the Rock River. Estimated to weight 100 tons, Blackhawk is reputed to be the second largest concrete monolith statue in the world. Currently undergoing repairs.

**Soldier's Monument** - Courthouse Square, Oregon. Constructed by sculptor Lorado Taft in 1916 as a memorial to Civil War Soldiers. Taft was the founding spirit of the Eagle's Nest Art Colony.

### Museums

**The Aplington House & Museum** - Franklin & Locust, Polo, 946-2108. Home of Polo founder Zenius Aplington.

**Flagg Township Historical Museum** - Rochelle, 562-4693 or 562-4719. Former 3-story City Town Hall and jail. Sunday 2-4:30, Memorial Day through Labor day. Special tours available.

**The Graehling Museum** - Polo, 946-2108. Private collection of antique tools, machinery, furniture and other historical memorabilia. First Sunday of month, June through October, 11-4. Special tours available.

**Lazarus Antique Car Museum** - 211 Walnut, Forreston, 938-2250. Relive automotive history. Twice in the Guinness Book of Records. Admission fee.

**John Deere Historic Site** - Hwy 2, Grand Detour, 652-4551. Situated in the heart of the Rock River Valley, the John Deere Historic Site includes a reconstructed blacksmith shop with a working blacksmith. John Deere's restored pioneer home and special archaeological exhibit of the original blacksmith shop. Guided tours available 9 a.m. - 5 p.m. daily March 1st - November 30th. Admission \$2.00 per person over 16.

#### OGLE COUNTY

**Lorado Taft Field Campus** - at Lowden State Park, Box 299, Oregon, 732-2111. Campus is on the site of the original Eagle's Nest Art Colony once used by Loreda Taft and others. Resident outdoor education programs and conference/retreat facilities are housed on site. The campus is used by Northern Illinois University teacher preparation programs in outdoor education.

**Stronghold** - P. O. Box 199, Oregon, 732-6111. Stronghold is a year around Conference Retreat and Camping Center operated by the Presbytery of Blackhawk, The Presbyterian Church (USA). It is situated on 465 acres of woodlands and meadows overlooking the Rock River.

**White Pines Ranch** - 4 miles west of Oregon on Pines Road, 732-7923. For group outings, they have summer camp and dude ranch for kids, weekend retreat program, outdoor education program, horseback riding, swimming pool, hiking, cross-country skiing. C

**White Pines Skating Center** - across the road from White Pines State Park, 6929 Pines Road, Mt. Morris, 946-2119 or 946-9988. Largest area roller rink. Group discounts available. Fri & Sat. 7 p.m. - 11 p.m., Sat. & Sun. 1 p.m. - 4 p.m.

**Diamond G Ranch** - RR 1, Knolls Rd, Rochelle, 562-4050. Horseback Riding Mon., Tue., Thur., Sat. 10 a.m. - 5 p.m.; Wed., Fri. 10 a.m. - 8 p.m.

**Eagle Point Farms** - 16492 W. Eagle Point Rd., Polo, 946-3016 or 946-3129. Horseback Riding for young and old. Evening hayrides available with reservation. Open all year. Closed Mondays, except holidays. 9 a.m. - 6:45 p.m.

#### WATER SPORTS

**Byron Park District** - Byrons H. S. Tower Road, Box 115, 234-8435. Recreation facilities & programs. Indoor swimming pool.

**Hickory Grove** - Hwy 251 North, Rochelle, 562-4738. Indoor and outdoor pools.

**Oregon Park District (Nash Recreation Center)** - 304 South Fifth, Oregon, 732-3101. Open weekdays 6 a.m. to 9 p.m. The Recreation Center is available to rent for special events on limited basis.

### **Others**

**Coronado Theatre** 312 N. Main St., 964-9711. Rockford's "Wonder Theatre". Built in 1927, on the National Register of Historic Places, it is a mixture of Spanish-Moorish, Chinese, Italian, Turkish and Aztec architecture. With gold gilt crystal chandeliers, gargoyles and frescoes. Land of Lincoln Theatre Organ Society's tour includes demonstration on the Grande Barton Pipe Organ once used to accompany the silent films. Open year round by appointment. Admission fee. **B**

**Quarry Hill Observatory** - 5209 Safford Road, 397-6761. See large telescope and learn about astronomy, open second and fourth Saturday of the month. Sessions start around 7:00, dress for outdoors.

**Center for Sight and Hearing Impaired** - 625 Adams, 965-4454. Provides programs/services to vision impaired/hard of hearing individuals of all ages. Call for information on tours.

**Aldeen Park Nature Trails** - North Alpine Road between E. State and Guilford Rd., self-guided trails with signs along the way to explain what is seen.

### **BOONE COUNTY**

**Boone County Historical Museum** - 311 Whitney Blvd., 544-2097 or 544-5286. Open third Sun. of the month 2-5, no cost. Call for tour information.

**Boone Country Conservation District** - 7600 Appleton Rd. 547-7935. Variety of conservation and seasonal activities for all ages, unique building design, indoor bee hive.

**Frank Lloyd Wright's Pettit Chapel** - E. Harrison St. Opened for tour by the Belvidere Junior Women's Club.



**Recreation Path** - 1401 North Second St. Stretching from the YMCA to Martin Park in Loves park, this 3.8 mile paved path is one of the most popular places for bicyclists, joggers, walkers, skateboard enthusiasts, roller skaters, big wheelers and other assorted travelers. The lighted path goes along the historic Rock River through Sinnissippi Gardens and the wildflower area in Shorewood Park. Open year around. Admission is free. C

**Riverview Ice House - Indoor Ice Skating** - 324 North Madison St., 963-7408. Riverview is on the banks of the Rock River on the site of an old ice house. From world champion skaters and hockey teams to beginners in both sports, it is alive with daily skating fun. Public skating year-round, call 963-7465 for current hours. Admission fee. B

**Rock Cut State Park** Pierce Lake at Rock Cut State Park, 885-3311. To the northeast of Rockford, offers 162 acres of water recreation including sailing and fishing. Hiking trails, picnic and camping areas dot this 3,000 acre site. Cross country skiing, ice fishing, and the annual Winter Carnival are cold weather highlights. Open daily 6:00 a.m. - 10:00 p.m. May 1 - Nov. 1. 8:00 a.m. - Dusk, Nov. 1 - May 1. Admission is free. C

**Sinnissippi Gardens Greenhouse and Lagoon** - 1300 N. Second St., 987-8858. Located along the Rock River, the greenhouse, gardens, lagoon and arboretum have long been Rockford landmarks. Seasonal floral displays and a large floral clock showcases the gardens' changing beauty. The greenhouse also offers a small aviary for bird lovers. Open daily 9:00 a.m. - 4:00 p.m. Admission is free. B

**Sportscore** - Elmwood Rd. 654-7489. This 105 acre athletic and recreational facility is one of the largest in the Midwest. It features 8 lighted baseball diamonds, 8 regulation size soccer fields, 6 sand volleyball courts and two fully equipped buildings with concessions and rest rooms. There is a boat launch with sheltered access to the Rock River. Two miles of paved pedestrian and bike paths wind through the site. B

**Trailside Center Stables** - 5209 Safford Rd, 987-8809. Horseback rides and pony rides; also hayrides, wagon rides, dinner rides, petting corral and playgrounds. A rustic western treat! Season is April-October. B

**Tinker Swiss Cottage** - 411 Kent St., 964-2424. A beautiful example of exotic architecture in the Swiss tradition, this 20-room Victorian Mansion was built in 1865 by Robert Tinker, features his fabulous textiles and Lincoln memorabilia. Open Wednesday-Sunday with tours at 2:00, 3:00, & 4:00 p.m. Admission fee. Group Tours. A

#### **Nature Walks and studies**

**Severson Dells Environmental Education Center** 8786 Montague Road, 335-2915. Film or slide presentation every Sunday; guided nature walks and workshops are featured at this 369 acre preserve; special programs, agriculture workshops and tours at the Severson Dells Farm. Includes a small museum, auditorium, library and bookstore. Open Monday-Saturday 8:00 a.m. - 4:30 p.m.; Sunday 1:00 - 5:00 p.m. Admission is free. B

**Sand Bluff Banding Station** - 11601 Haas Rd. in northwest Winnebago County at Colored Sands Forest Preserve. Call Lee Johnson at Burpee Museum 965-3132. Observe bird banding and study birds; open to public Sat. dawn to dusk, Sun. dawn to noon, Fri. & Sat. afternoon during migration season.

**Double Eagle II - Nature Study Center** - Pecatonica Forest Preserve August through June. Call Winnebago County Forest Preserve District for more information.

**Winnebago County Forest Preserve District** - North Rock (off Elmwood) 877-6100. Youth group and family camping available at some forest preserves, shelterhouses available for picnics, environmental education centers available for nature study and conservation awareness. The following preserves have hiking trails: Espenscheid, Blackhawk Springs, Kishwaukee River, Severson Dells, Seward Bluffs, Pecatonica River, Colored Sands, Sugar River, Hononegah, Kieselburg, and Roland Olson.

#### **Recreation**

**Magic Waters** - 7820 Cherry Vale N. Blvd/Bell School Rd., 332-3260. An 18-acre Water Theme Park with the largest wave pool in Illinois. Dare to ride the three 5-story high water slides that twist and turn. Enjoy two tube rides, giant hot tubs, children's wet and dry activities, sand volleyball, picnic areas and concession stands. Season is Memorial Day-Labor Day. Open daily 10:00 a.m. - 6:00 p.m. Admission fee. C

**Erlander Home Museum** - 404 South Third St, 963-5559. Rockford's first brick home built in 1871 for a Swedish family, the museum displays original antique furnishings and collections of early Swedish settlers. Operated by the Swedish Historical Society, it is in the Haight Village Historic District of homes. Open each Sunday 2:00-4:00 p.m. or by appointment. Admission is free. Group Tours. **A**

**Graham Ginestra House** - 1115 South Main St, 968-6044. A classic example of Greek Revival and Italianate era's architecture and decorating with elaborately painted ceilings and authentic furnishings. Built in 1857, it is on the National Register of Historic Places. Open 2:00-4:00 p.m. first Sunday of each month or by appointment. Admission fee. Group tours. **A**

**Rockford Art Museum** - 711 North Main, 965-3131. The Rockford Art Museum is one of the most exciting in the Northern Illinois/Southern Wisconsin region. A newly opened 8,400 sq. ft. facility showcases dynamic and changing exhibits featuring regional, national and internationally known artists. The Annual Greenwich Village Art Fair is held on the riverfront grounds in September. The Museum also provides a permanent collection of 19th and 20th century American art, classes, workshops, a gift shop, lectures and films. Open Tuesday-Sunday, Noon-5:00 p.m. Admission fee. Group Tours. **B**

**Midway Village at the Rockford Museum Center** - 6799 Guilford Rd., 397-9112. This turn of the century village features a schoolhouse, law office, church, home, bank, blacksmith shop, jail, hospital, hotel, hardware store, and plumber's shop. A local history gallery exhibits 19th century household and commercial implements. The aviation, education, and exhibit galleries hold special treasures from Rockford's varied and rich heritage. Season is March-December. Open Monday-Friday, 10:00 a.m.-4:00 p.m.; Saturday & Sunday, Noon-4 p.m. Admission fee. Monday is free. Group Tours. **B**

**Time Museum** - 7801 E. State St., 398-6000. Located at the Clock Tower Resort, the world's finest and most comprehensive collection of timekeeping devices illustrates the history of time measuring from 2500 BC to present. Featured on "Smithsonian World". Open Tuesday-Sunday 10:00 a.m. - 5:00 p.m. Admission fee. Group Tours. **C**

Also see your local newspaper for listings of seasonal and holiday activities.

Always be a courteous Cub Scout Leader and make reservations and get permission in advance. Also be sure to thank your host after your visit.

Please remember to get parent/guardian permission before outings, be aware of medical problems of all persons in the group and file a BSA tour permit two weeks in advance. A sample tour permit is at the end.

For more information, contact your city chambers of commerce offices, city park district offices, county forest preserve offices, state park offices, county conservation district offices, and state forestry department offices. They have a lot of information. There are many hiking and biking paths in nearly every community. Many of these are marked at interesting points.

#### ROCKFORD

##### Museums

**Zitelman Scout Museum** - 708 Seminary St., 962-3999. A unique display of scouting items dating back to 1910...uniforms, badges, patches, books and other nostalgic items. Also featuring foreign uniforms and history of Cub, Boy, Sea, Air and Girl Scouts. Open Wednesday 9:00 a.m. - 5:00 p.m., Saturday 9:00 a.m. - 3:00 p.m. Admission is free. Group Tours by appointment. A

**Burpee Museum of Natural History** - 813 North Main St., 965-3132. This fine museum is housed in a Victorian era mansion. Biology, geology, paleontology, anthropology, and Illinois wildlife exhibits. Special monthly shows feature dinosaurs, mushrooms, turtles, etc. with lectures, child oriented activities. Tuesday-Saturday 1:00-5:00 p.m. Sunday 2:00-5:00 p.m. Admission is free! Group Tours. A

**Discovery Center** - 711 North Main, 963-6769. A "hands on" participatory museum where young and old can explore scientific and perceptual principles. Features include permanent and traveling exhibits, a planetarium, special programs and classes. Indoor and outdoor exhibits. Open year round. Group tours by reservation. Call for admission rates and hours. C

This is a partial list of place to take dens and packs to visit in Mauh-Nah-Tee-See, Sinnissippi, and Winnebago Districts in Blackhawk Area Council. This list also contains ideas about things to do at den and pack meetings.

The first list was compiled by Pam Moore for the 1985 Tri-District Pow Wow. This list has updated information by Lonna Alcock with a section by Mike Lager.

Wheelchair and Handicapped accessibility ratings

A - Inaccessible

B - Moderate accessibility

C - Total accessibility

Note: All telephone numbers listed are within the 815 area code.

This is only a partial list of the places that could be visited with Cub Scout dens and packs. You should call to verify the information given here and to make arrangements for group tours. We hope this will serve as a starting point and you will think of many other places to visit. We will again be updating this list in another Pow Wow book. If you have interesting places to visit and wish it to be included in the next update, contact Lonna Alcock.

#### Places to visit:

Firestations	police department
sheriff departments	banks
grocery stores	hospitals
nursing homes	children's homes
post offices	libraries
radio stations	television stations
newspaper offices	printing shops
restaurants	doctor's office
dentist's office	vet's office
animal hospitals	airports
train stations	construction sites
factories & manufacturer's	farms
skating rinks	sledding & toboggan hills
golf courses	swimming pools
YMCA'S & YWCA'S	city parks
county forest preserves	state parks
Camp Lowden, Oregon	Canyon Camp, Stockton

Don't put off till tomorrow what

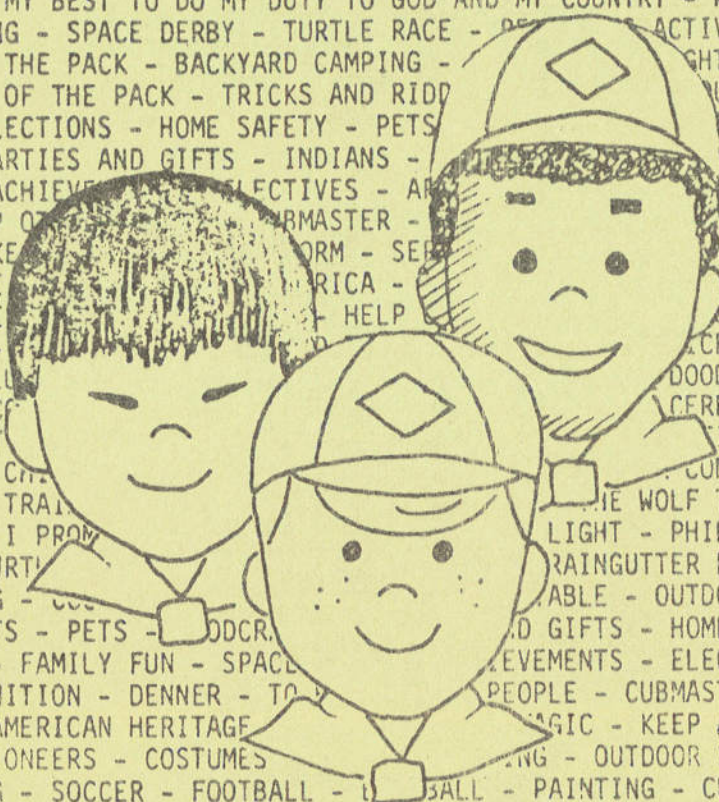
you can do today,

because if you enjoy it today,

you can do it again tomorrow.

# WHERE TO GO

ARROW OF LIGHT - DEN ...  
 ARROW POINTS - PUPPETS - DO YOUR  
 POW WOW - FLAG CEREMONIES - LAW OF THE  
 - ADVENTURE - SUMMERTIME PROGRAM - CUBMASTER  
 - SOIL AND WATER CONSERVATION - WOODWORKING - B  
 KE NEW FRIENDS - FOLLOW THE BEAR TRAIL - CUB SCOUT UNIF  
 DO MY BEST TO DO MY DUTY TO GOD AND MY COUNTRY - WELCOME  
 RAINING - SPACE DERBY - TURTLE RACE - ACTIVITIES - R  
 LAW OF THE PACK - BACKYARD CAMPING - RIGHTS OF THE R  
 THE LAW OF THE PACK - TRICKS AND RIDD OUT GIVES GOOD  
 ING - COLLECTIONS - HOME SAFETY - PETS TS - WOODCRAFT  
 CTIONS - PARTIES AND GIFTS - INDIANS - FAMILY FUN - SPAL  
 NET DERBY - ACHIEVEMENTS - ELECTIVES - ARROW POINTS - DATE RECOGNITION  
 WNER - TO HELP OUR CUBMASTER - SECRET CODES - BOBCA  
 TURE FUN - HIKE - FORM - SEEDS IN TRIPS - CUB SCOL  
 JB SCOUT CIRCUS - AMERICA - CYCLING - SPACE DER  
 STRONAUTS - KEEP AMERICA BEAUTIFUL - DEN MEETING - F  
 BEAR - WEBELOS - ACE - FUN - SCOUT SHC  
 DEN LEADERS - BLUE DOODLES - ACHIEVEMENTS  
 DO YOUR BEST - C CEREMONIES - LAW OF TH  
 HELPING AROUND THE HOME - TIME PACK AWARD -  
 CUBMASTER - DEN CHIEF CONSERVATION - WOODWO  
 BLUE AND GOLD - TRAIL THE WOLF TRAIL - CUB SCOUT U  
 BEBELOS AWARD - I PROM LIGHT - PHILMONT TRAINING -  
 SPACE DERBY - TURTLE RAINGUTTER REGATTA - SWIMMING  
 CKYARD CAMPING - COLE TABLE - OUTDOOR COOKING - HIKF  
 PER BAG PUPPETS - PETS - WOODCR. D GIFTS - HOME SAFETY - INDIAN  
 NGS THAT GO - FAMILY FUN - SPACE ACHIEVEMENTS - ELECTIVES - ARROW P  
 DIATE RECOGNITION - DENNER - TO PEOPLE - CUBMASTER - TYING THI  
 T CODES - AMERICAN HERITAGE MAGIC - KEEP AMERICA BEAUTI  
 FAIR - PIONEERS - COSTUMES ING - OUTDOOR FUN - WATER S  
 - HIKING - SOCCER - FOOTBALL - BALL - PAINTING - CUB SCOUT OLY  
 PHYSICAL FITNESS COMPETITION - CUB SCOUT UNIFORM - SECRET COD  
 STRONAUTS - HELPING AROUND THE HOME - PERSONAL FITNESS - TO OP  
 PACK MEETING - DEN MEETING - GOOD TURN - AKELA - BOBCAT T  
 BLUE AND GOLD BANQUET - PINWOOD DERBY - LEARN TO SW  
 AMERICAN FLAG - BOOKS - FEATS OF SKILL - KEEPING  
 TY - CONSERVATION - HOME AND TRAFFIC  
 HANDICRAFT - MODEL BOATS - GARDEN  
 TABLE TRAIL - ELECTIVE



# WHAT TO DO

Blackhawk Area Council  
 Boys Scouts of America  
 Sinnissippi/MauhNahTeeSee/Winnebago

## ENGINEER

### LA MOUSSE (The mouse trap car)

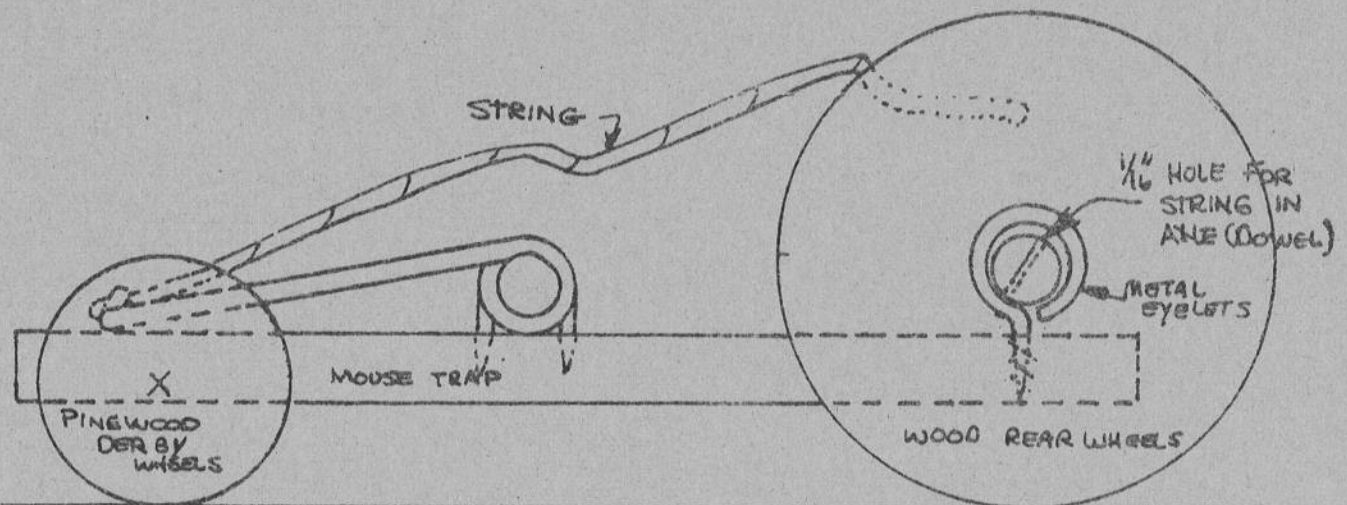
La Mousse 500 is a mouse trap car: it is powered by a mouse trap - a mouse trap on wheels - something so simple and inexpensive that anyone can make one. The idea was conceived by some French Canadian Scouts from Ontario, and the instructions had to be translated from the French. They went to a "Youth in Action" fair and were the hit of the show.

#### List of Material

Mouse trap (Victor brand)  
Front wheels and axle (Pinewood derby) 2 each  
Wood block 1  $3/4$  x 4  $3/4$  x  $1/2$   
Screw eyes  $5/16$ " 2 each  
Rear wheels 3 - 4" dia 2 each  
Dowel  $1/4$ " x 4"  
Nylon string, 6"

Remove the cheese holder and hook arm from the trap base.

Mount the trap on the base with the snapper to one end (as shown on the diagram below).

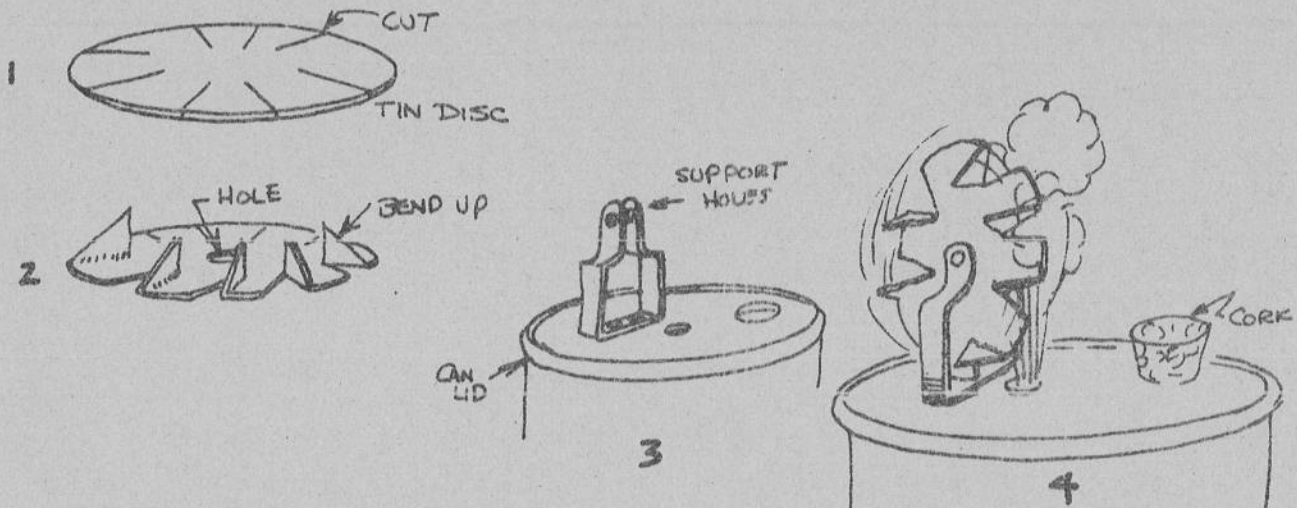


Carefully measure  $1/2$ " from the end of the base for the eyelets. Install eyelets so that the dowel axle turns freely. Drill a  $1/16$ " hole through axle (this is for winding the string). Mount rear wheels on the rear axle. Be sure that the wheels turn freely and do not bind against the body block. Spacers may be needed to aid in this.



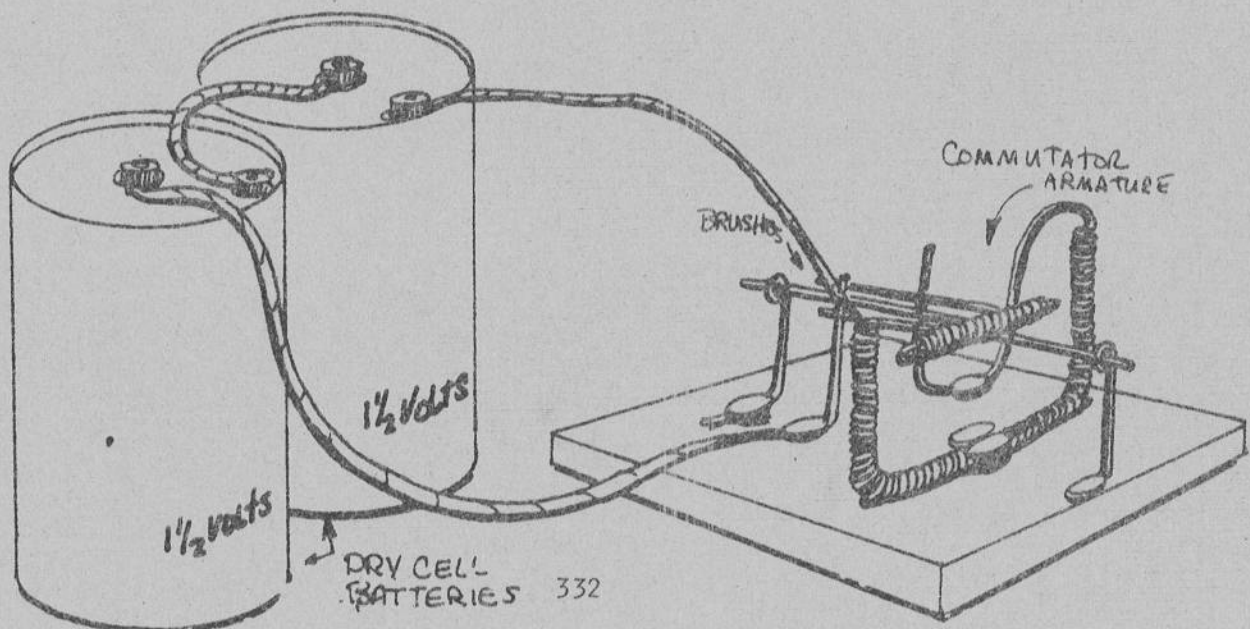
## ENGINEER

MAKE A STEAM TURBINE - A Webelos Scout may get a graphic demonstration of the power of steam by building the simple steam turbine shown in the illustration. Materials needed are tin can, a pair of tin snips, a cork, and an extra piece of tin to make the support for the turbine.



MAKE A PAPER-CLIP ELECTRIC MOTOR - Your boys may have made an electric motor from a tin can while they were Cub Scouts. Those who did not will enjoy building the novel paperclip motor. Materials needed for this simple project are a supply of paperclips, a board for the base, a few thumbtacks; a couple of dry cell batteries and wire.

Use enameled or varnish coated, medium-sized wire. Scrape coating from wire at every connection. The greater the number of turns on the armature, the greater the turning force. Experiment until you get it right.



## ENGINEER

### DO-IT-YOURSELF FLASHLIGHT

Here is a flashlight that your boys will have fun creating. It can be assembled easily and provide a fun project as well. The junior set will find it useful--and what's more, it really works.

To make it, you will need a flashlight battery, a bulb (#222), a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

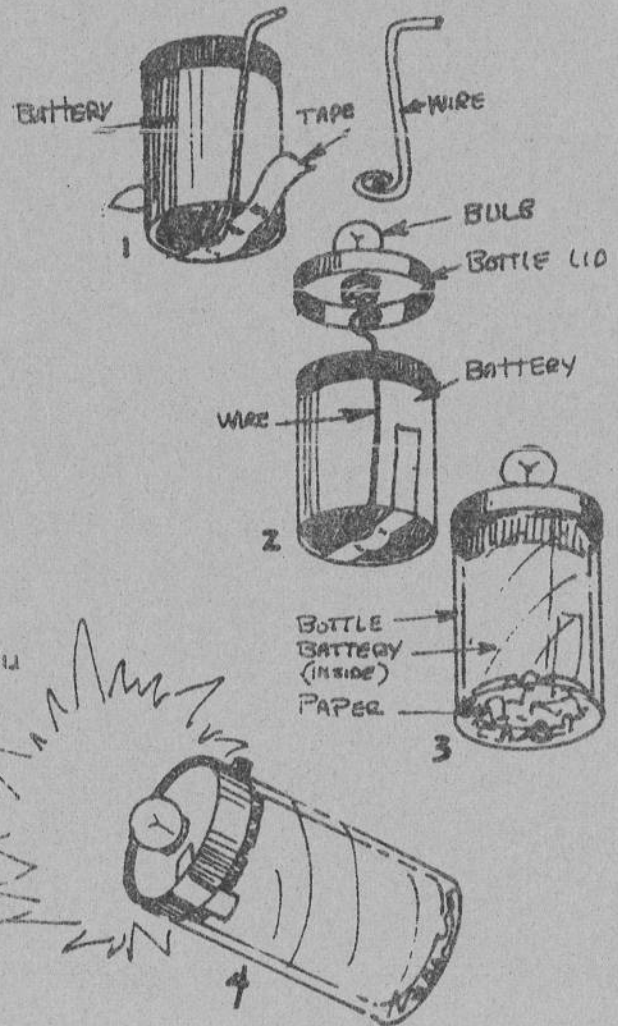
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

Now scrape the other end of the wire and wind it around base of lid. Secure in place around sides of base with a small piece of tape.

Crumple small pieces of paper. Place enough of this into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When bottle lid is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.



# ENGINEER

## SOME IMPORTANT TERMS FOR YOU TO REMEMBER

### BLOCK AND TACKLE:

A combination of fixed and movable pulleys used for hoisting heavy objects.



### COMPOUND MACHINE:

A machine consisting of two or more simple machines.

### EFFICIENCY:

The useful work done by a machine compared with the amount of work put in.

### EFFORT:

The force exerted on a machine.

### ENERGY:

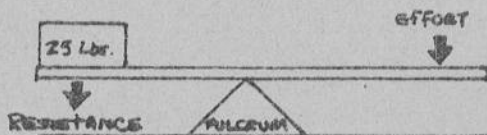
The ability to do work.

### ENGINE:

A Machine that changes energy from one form to another, usually mechanical energy.

### FIRST CLASS LEVER:

A simple machine where the fulcrum is between the effort and the resistance, as in a seesaw.



### FOOT-POUND:

Unit for measuring work done in lifting a pound one foot.

### FORCE:

A push or pull in order to move something or to stop something from moving.

### FRICTION:

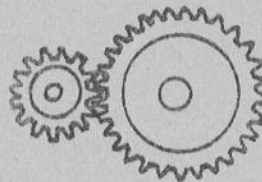
The resistance that is caused when one object moves against another.

### FULCRUM:

The pivotal or "resting" point of a lever.

### GEARS:

Wheels with teeth or cogs that engage other gears.



### GRAVITY:

The force of attraction between the center of the earth and objects on it or above it.

### HORSEPOWER:

Unit for measuring power 550 foot-pounds per second.

### INCLINED PLANE:

A simple machine consisting of a leaning surface along with objects may be pushed or pulled.



### INERTIA:

The tendency of a stationary object to remain at rest and a moving object to keep moving.



## ENGINEER

### A SIMPLE PULLEY

You will need: Wire, Empty Spool, String, Pennies, Two Boxes of the same size (small jewelry boxes work best).

Insert a piece of wire through the spool and twist the ends together. Hang the spool on a hook, doorknob, etc. Drape a piece of string over the spool so that it hangs several feet on each side. Tie a small cardboard box to each end. Place a few pennies in one box, then add pennies to the opposite box until the first box is lifted. How many coins are in each?

Reason why this happens: An equal number of pennies is needed to lift the first box. A pulley is a device that changes the direction of a force. When one box is pulled down, the other box rises the same distance.

### A SIMPLE BLOCK AND TACKLE DEMONSTRATION

You will need: Three Boys, Long Rope, Two Broomsticks or Poles

Ask two boys to stand several feet apart and give each of them a broomstick. Tie one end of the rope to one of the broomsticks. Weave the rope back and forth around the sticks several times. Tell the boys to try and pull the broomsticks apart while another boy holds onto the free end of the rope and pulls the two broomsticks together. Reason why this happens: The force of the strength pulling on the free end of the rope is increased each time the rope is looped around the poles, and so the boy pulling the rope appears stronger than the two boys holding the broomsticks.

### MAKING A SIMPLE SET OF GEARS

You will need: Three Bottle Caps(with pointed edges), Block of Wood, Three Nails, Hammer

Place the three bottle caps, face up, on a small block of wood, side by side, and touching. Place a nail in the center of each cap and pound each nail into the wood. Pound the nail only in far enough to secure the bottle cap, but also allow the cap to remain loose, so that they may turn freely. Now turn one of the caps. You will see the other caps also turn. Note the direction of movement.

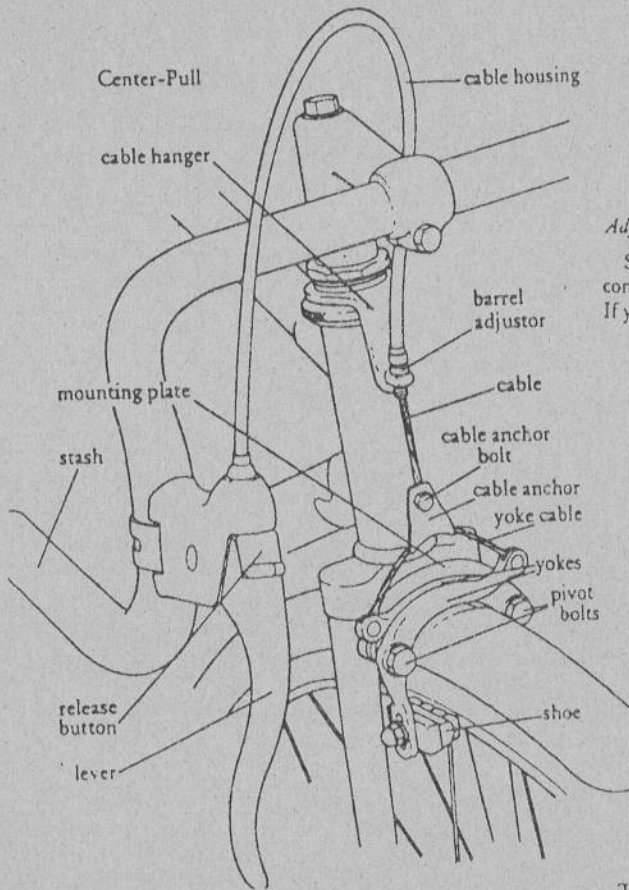
Reason for what happens: This is a simple set of gears where the pointed edges of one cap interlock with the edges of the neighboring cap and cause it to turn in the opposite direction. For example, if you turn the first cap clockwise, the cap next to it turns counterclockwise.

HANDYMAN:

1. Bicycle repair guide

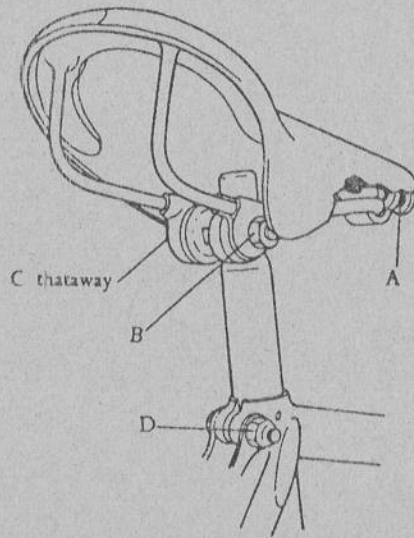
Materials Needed: 1 - Tube rubber cement  
1 - #100 Sand Paper  
1 - Tire Patch  
1 - Baby Powder  
1 - 3 in 1 Oil

Tools Needed: 1 - Crescent wrench OR  
box end wrench  
2 - Regular screwdrivers  
1 - Yardstick  
1 - Pliers



Adjustments

Springiness in the narrow racing saddle should be kept to a comfortable minimum as it adversely effects pedalling power. If yours is too tight or loose, adjust it by turning nut *A*:



To remove the saddle from the seat post, or to adjust its position backward, forward, or to tilt it, loosen nuts *B* and *C*. This applies also to mattress saddles. For proper saddle position refer to Fitting.

To raise or lower the saddle, loosen the binder bolt *D*.

Be sure to use a wrench which fits the nut exactly. It has to be tight, and the wrong tool can tear up the nut.

Only leather saddles need special care. A new leather saddle should be thoroughly saturated with neatsfoot oil from *underneath*.

Then, depending on how much you ride and how much you sweat, the saddle should be cleaned periodically with saddle soap and lightly dressed with neatsfoot oil. The idea is to keep the leather clean, nourished, and comfortably pliable.

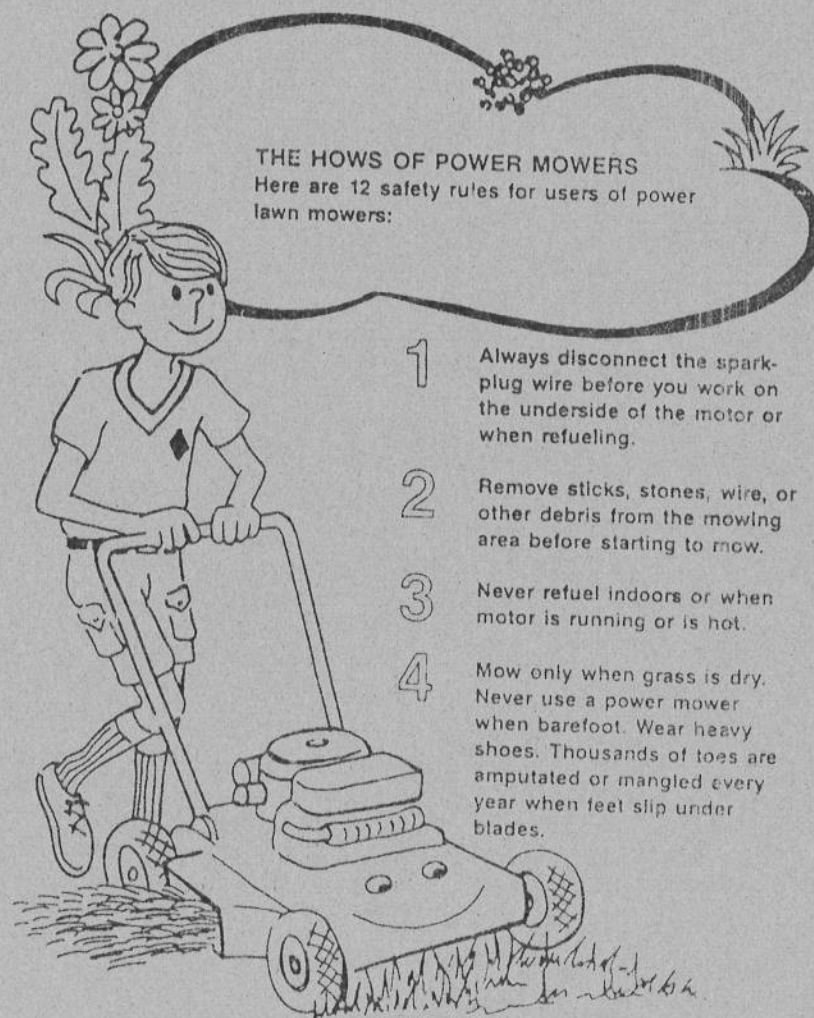
## Technology Group

Webelos Scouts are old enough to provide a lot of help around the house. In addition to the usual tasks of keeping their rooms clean and taking out trash, they can assist adult family members in many other ways. The Handyman activity badge provides the opportunity for Webelos Scouts to learn new skills so that they can be more helpful around their homes.

As they earn this badge, Webelos Scouts will develop confidence in their ability to clean things, make minor repairs,

and take care of a house and lawn. They will gain a better understanding of bicycle and automobile maintenance.

This is also an opportunity to get a home workshop organized with all materials and tools labeled and stored. The workshop can be put to use when the boys work on this activity badge. The den may have an adult family member who is a handyman or has a home workshop. If so, call on this person for assistance.



### THE HOWS OF POWER MOWERS

Here are 12 safety rules for users of power lawn mowers:

- 1 Always disconnect the spark-plug wire before you work on the underside of the motor or when refueling.
- 2 Remove sticks, stones, wire, or other debris from the mowing area before starting to mow.
- 3 Never refuel indoors or when motor is running or is hot.
- 4 Mow only when grass is dry. Never use a power mower when barefoot. Wear heavy shoes. Thousands of toes are amputated or mangled every year when feet slip under blades.

- 5 Keep children out of your mowing area. Never let anyone get in line with grass-throwing side of the mower while it's running.
- 6 Never leave motor running when unattended.
- 7 Practice so you can disengage the clutch or stop motor quickly in case of emergency.
- 8 Never allow youngsters or inexperienced people to operate the mower.
- 9 On hills and banks cut grass sideways, not up and down.
- 10 Stand firmly behind the machine. Don't run with it and never pull it backward toward you.
- 11 Don't use an electric power mower in the rain. Be sure its frame is grounded through the cord.
- 12 Have your mower inspected and serviced by an experienced serviceman yearly.

## A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

## INERTIA

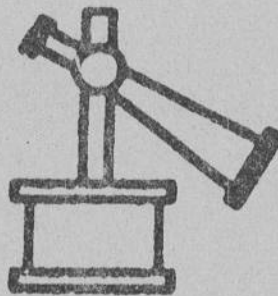
Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line.

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fluid contents of the fresh egg brings it to rest sooner.

## AIR-CANNON HOCKEY

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back to the box tightly. Use a table for a field, with a goal at either end. Have a boy sit at each end of the "field" with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of his oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box and flame will be put out. These cannons are effective up to about six feet.



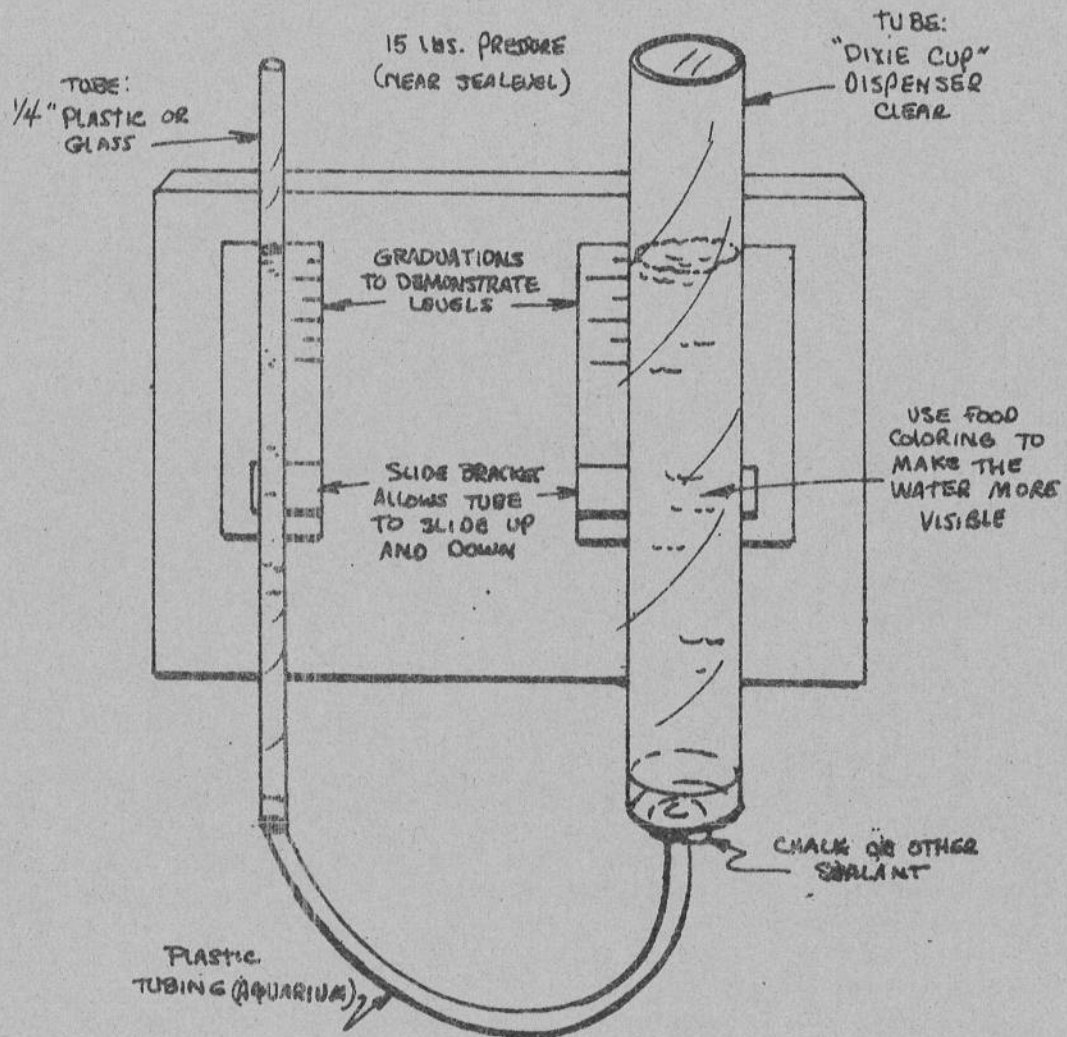
## A HOMEMADE BAROMETER

Use a milk bottle, a soda straw, a piece of a balloon, and a length of string. Cover the mouth of the milk bottle with the piece of balloon, tying it in place with the string. Glue one end of the soda straw to the middle of the balloon. Make a scale on a piece of cardboard, by making 1/2 inch marks about 1/8 inch apart. Superimpose the free end of the straw across the scale, but don't let it touch the scale. Mark the scale from 1 to whatever number of lines on the scale. Ask one of the boys to be in charge of the barometer for a month. Have him mark the number on the scale that the barometer points to each day at a certain time. This way there can be a check between your barometer and the actual air pressure as given in the newspaper each day. Remember that as the air pressure increases, the straw will point higher on the scale.

## LIGHTNING

Lightning kills about 150 Americans a year and injures about 250. Lightning is a secondary effect of electrification in a thunderstorm cloud system. The earth is normally charged negatively with

SCIENTIST  
ATMOSPHERIC PRESSURE



Raising the smaller diameter tube up and down will (magically) not effect the level of the fluid in the tube. It will always remain at the same level relative to the larger tube. This is due to the effect of atmospheric pressure on both surfaces of the water. Try to predict what will happen if you put your finger over the top of the small tube and then move it up and down. Will the fluid level still remain equal to the larger tube?

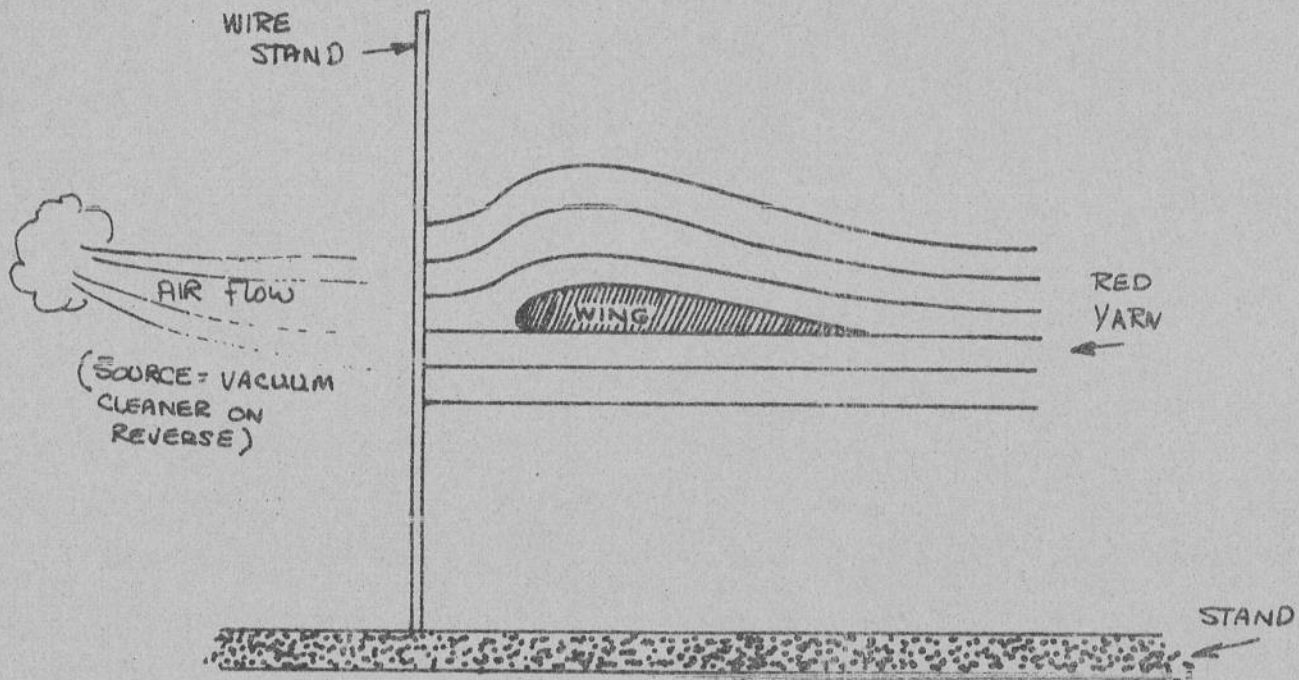


SCIENTIST

BERNOULLI'S PRINCIPLE

When the SPEED of a fluid is INCREASED,

It's PRESSURE is DECREASED.



The air (fluid) passing over the upper, curved surface of the wing exerts less pressure than the air beneath the wing. Thus "lift" is produced.

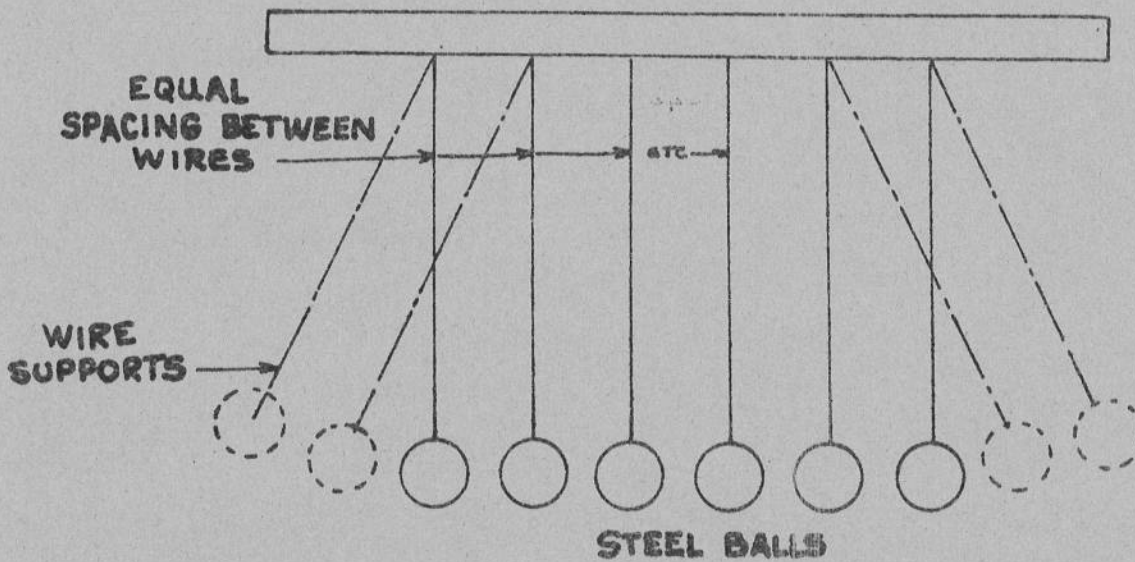
**Suggestions:** Let the Scouts try moving the wing up, down, and at different angles to the air flow to see what effects the changes have. Have them then try to explain why.

## SCIENTIST

### INERTIA

(NEWTON'S FIRST LAW OF MOTION (Principia 1687))

The tendency of all matter not to change its motion unless acted upon by another force.



If one of the hanging steel balls are pulled back and released, it will cause each of the other balls to change their state (not moving) to a moving state. But only the last one will actually move. Why?

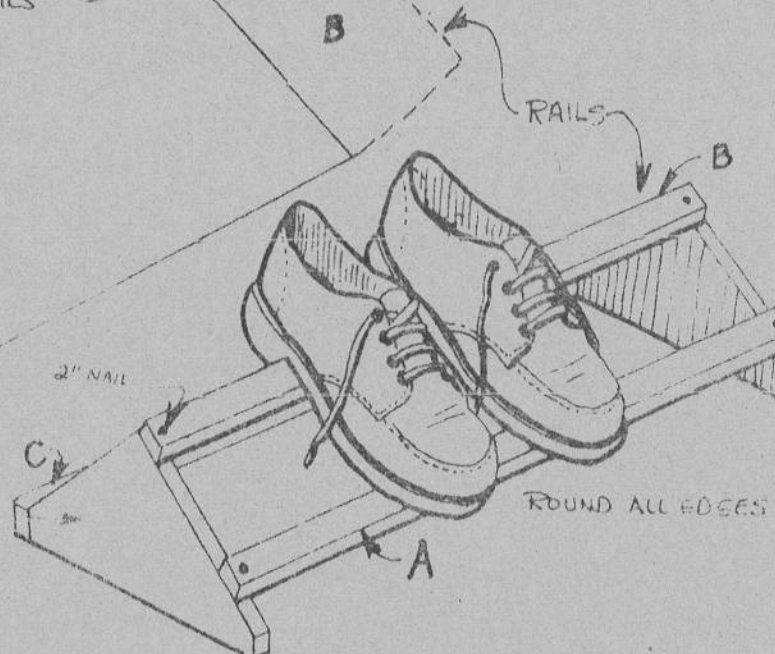
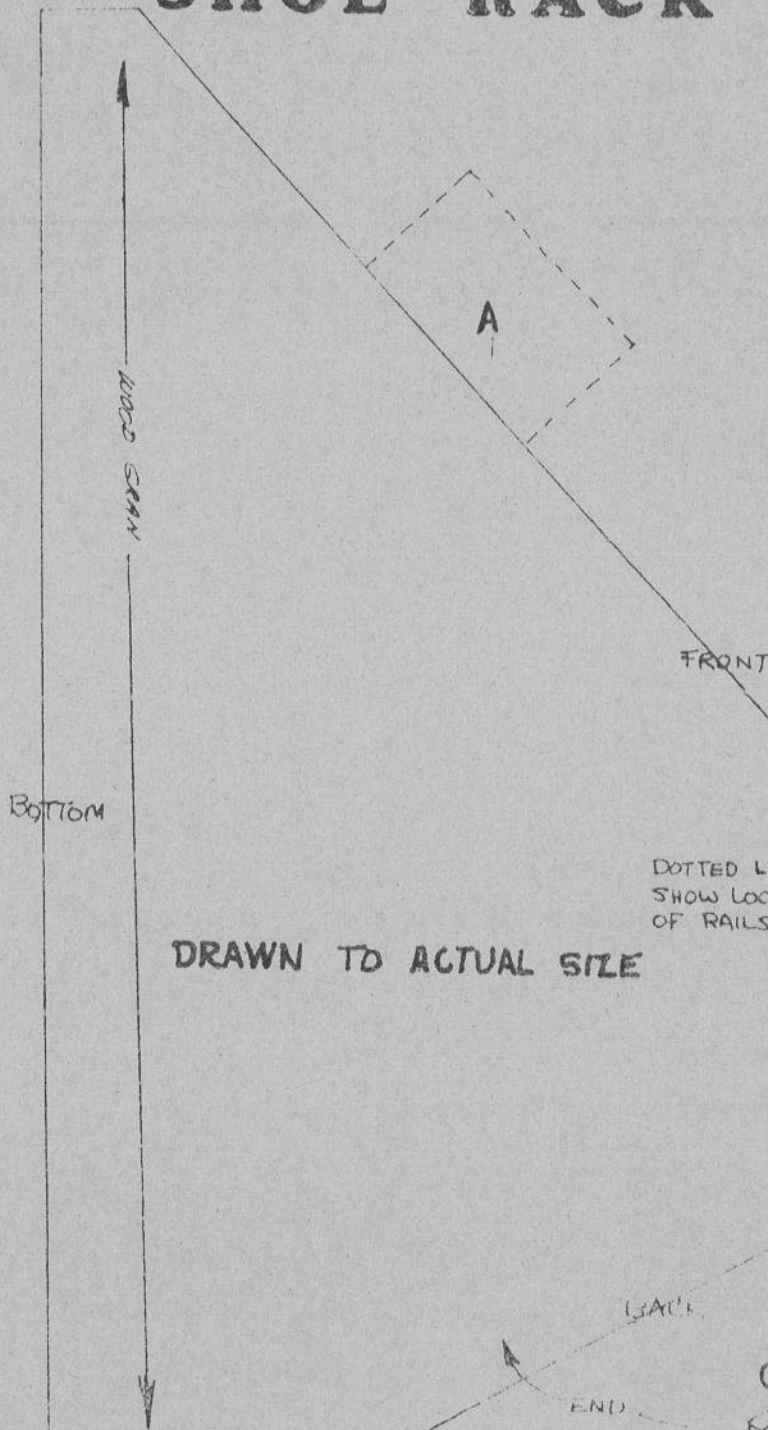
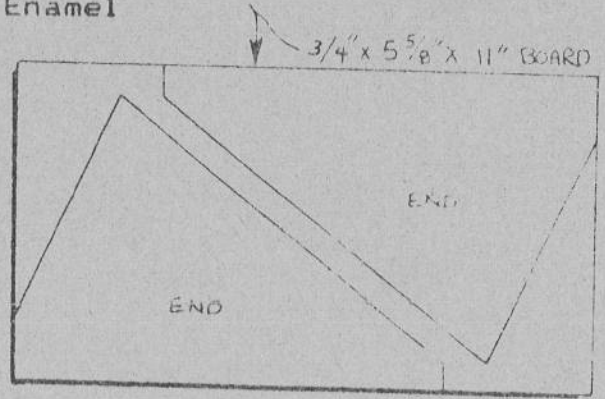
Example: The best demonstration of inertia is to have a scout recall what happens when the car he is traveling stops suddenly. His body wants to remain in motion and the car wants to stop.

What would happen without a seatbelt/with a seatbelt?

# SHOE RACK

## MATERIALS:

- 2 3/4 x 5-5/8 x 11 - Ends
- 3 3/4 x 1-1/4 x 24 - Rails
- Cardboard
- Saw
- 2" nails
- Sandpaper
- Enamel



## DIRECTIONS:

1. Trace pattern on cardboard and cut out. Use this pattern to lay out ends on a single board, as shown.
2. Saw out the two ends and nail rails (A), (B), & (C) in place as indicated on drawing, using 2" nails.
3. Sand smooth, rounding all edges, and finish with two coats of enamel.

## COMMUNICATOR

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your den to experiment with.

### WHAT IS A CODE?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as **ENCODING** the message. You need to know how to make your message a secret one.

The second part is called **DECODING** the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own den code using this concept.

### NUMBER CODE

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number 1 and write the number in order below the letters.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Each letter of the alphabet will now have a number that means the same as the letter.

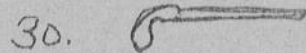
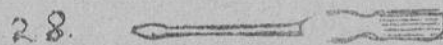
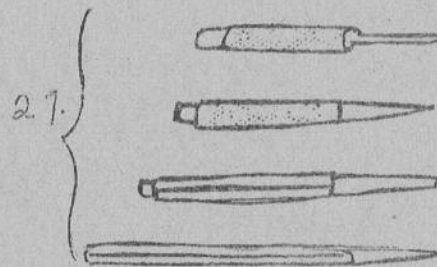
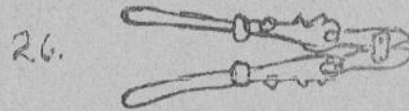
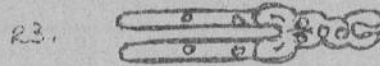
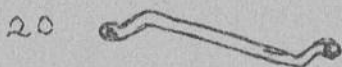
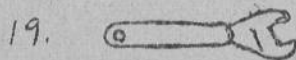
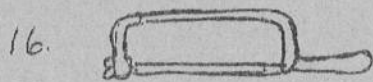
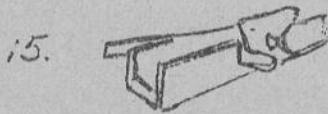
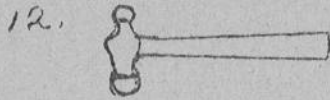
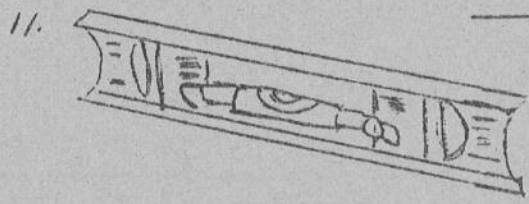
Copy this message and let your Webelos decode it. The dashes keep the words apart.

13 25 - 14 1 13 5 - 9 19 - 19 1 13  
(My name is Sam.)

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another scout to decipher.



## " YOUR TOOL I Q "


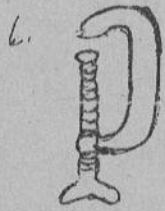
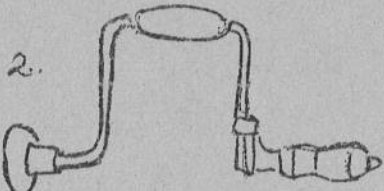
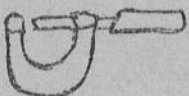

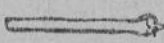
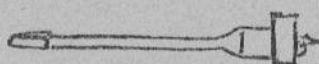
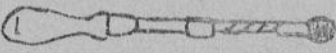
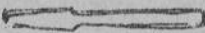
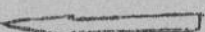

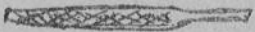
### TOOLS AND HOW TO USE THEM

Good tools pay for themselves in lasting longer, working more easily, and doing a better job. Tools must be kept free from rust. Store tools in dry place, handle with dry hands, and wipe with light coat of oil or Vaseline after each use. Keep in box with a piece of charcoal (to absorb moisture). Tools used infrequently should be oiled periodically. Before using, remove oil and accumulated dust with turpentine or kerosene. If sign of rust appears, remove by rubbing with emery cloth. To remove rust, soak in solution of ammonium citrate for two hours, rub with steel wool. Avoid scratching, scraping, bending, excessive friction, or any unnecessary contact with blades. Store planes, chisels or saws with blades free from contact with any hard surface. Use tools for their proper purpose. Prevent warping of handles by wiping or soaking in linseed oil. Sharpen blades when necessary by rubbing diagonally at proper angle on oilstone, then rubbing flat to remove hairline edge, and finishing on a soft leather.

Nails and screws will go in more easily if rubbed with soap.

### Test Your Tool I Q

Identify the following tools and note what they are used for:

<p>1. </p> <p>_____</p>	<p>6. </p> <p>_____</p>
<p>2. </p> <p>_____</p>	<p>7. </p> <p>_____</p>
<p>3. </p> <p>_____</p>	<p>8. </p> <p>_____</p>
<p>4. </p> <p>_____</p>	<p>9. </p> <p>_____</p>
<p>5.     </p> <p>_____</p>	<p>10. </p> <p>_____</p>

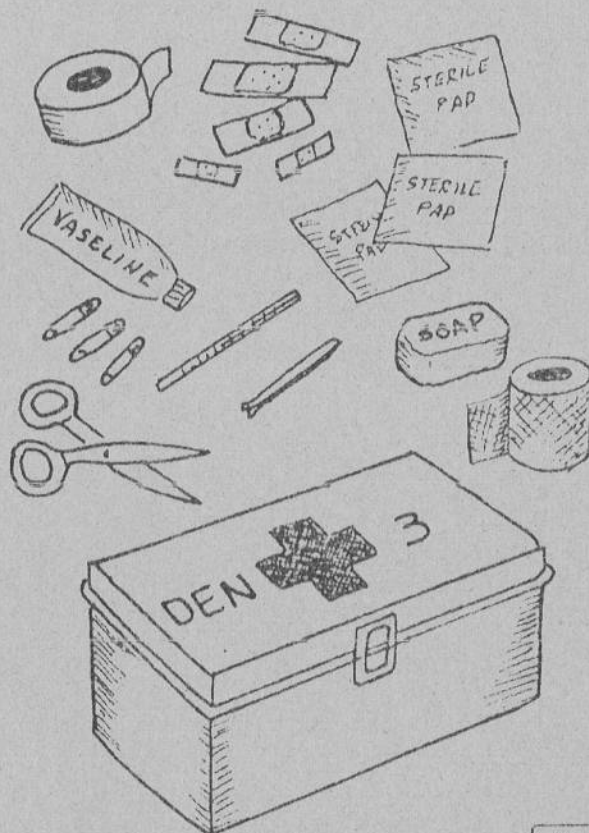
## FIRST AID KITS

### DEN FIRST AID KIT

Any type of wooden or metal box can be used for a den first aid kit. You may wish to paint or stain the box and add a red cross on top. And you might put the den numeral on top also.

Have the boys bring from home the supplies to be included in the kit. You should have:

Gauze pads	Scissors
Band aids	Tweezers
Vaseline	Safety pins
Roll of Tape	Thermometer
Needle	Bar of soap
Roller bandage	Matches



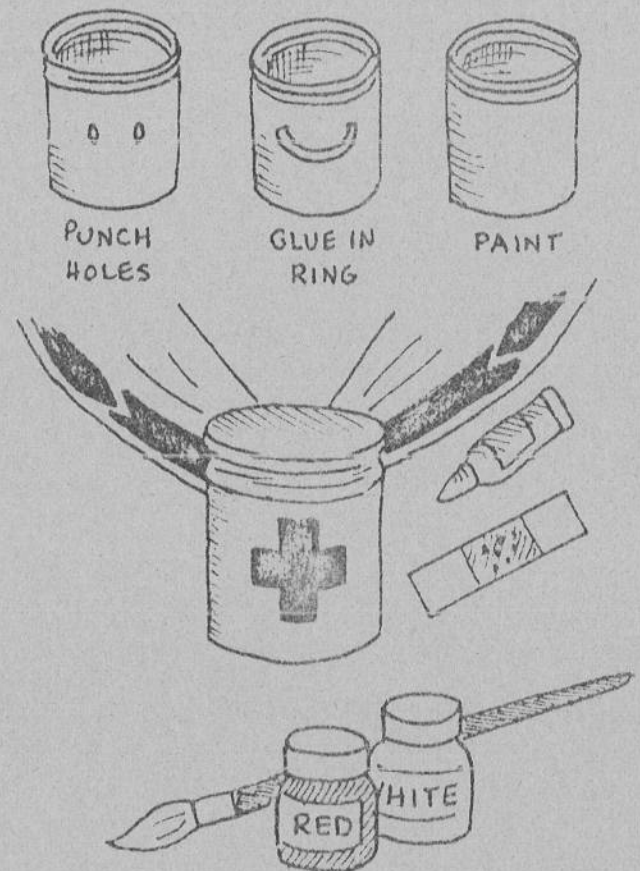
### NECKERCHIEF SLIDE FIRST AID KIT

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

Paint can white. Paint on a red cross, or use small pieces of red plastic tape to make cross.

Glue in leather thong for ring, or use a plastic cafe curtain ring.

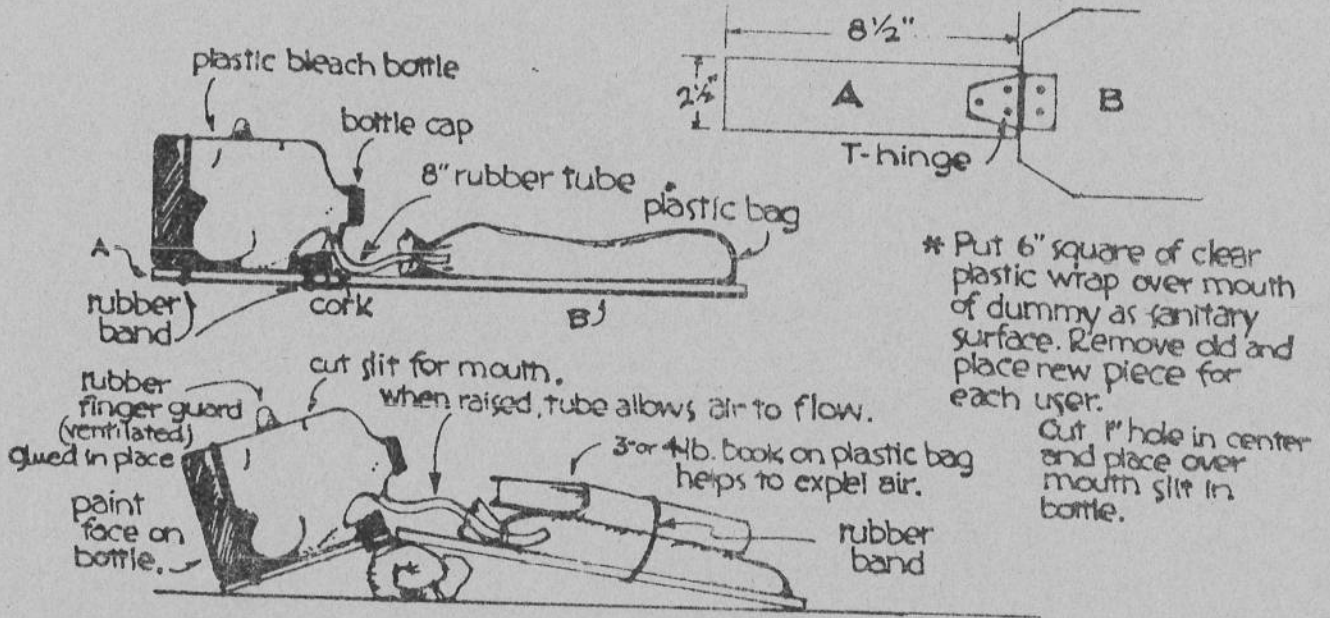
Put a small band aid on the can with a small tube of antiseptic ointment.



319 This would be a good time to teach the boys basic first aid skills. See the 'Webelos' section of this book or "First Aid Skill Book".

WEBELOS READYMAN ACTIVITY BADGE  
 DUMMY FOR RESCUE BREATHING PRACTICE

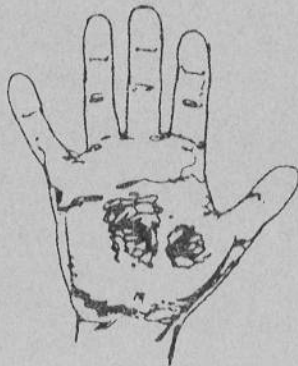
The Webelos Scouts can build this useful device for occasional practice in one of the first aid skills required for the Readyman Activity Badge and the Arrow of Light.



REALISTIC FIRST AID PRACTICE

Youngsters may take too casually a lifesaving lesson in first aid. But if you show make-believe injuries realistically, your young students may take it more seriously and remember the lesson longer.

Readyman activity badge requires the Webelos Scout to show what to do for bleeding, shock, burns, and several other injuries. All of these are easily simulated with simple materials: deep and light red lipstick, "blush" facial makeup, black wax crayon, wax candle, "blood" mixture of red food coloring, powdered cocoa, and water (make two or three ounces); blue eye shadow or chalk, modeler's or rubber cement, white eye shadow or chalk, and glycerine-water (equal amounts) solution in an atomizer or squeeze spray bottle (two ounces should do). Have your "victim" dress in old clothes to avoid staining his uniform.





### SHOE SHINE VALET

#### Materials:

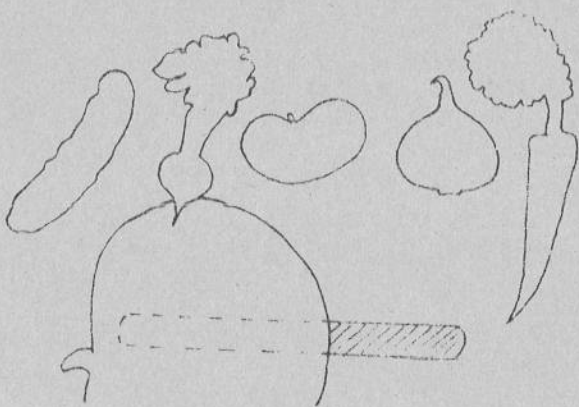
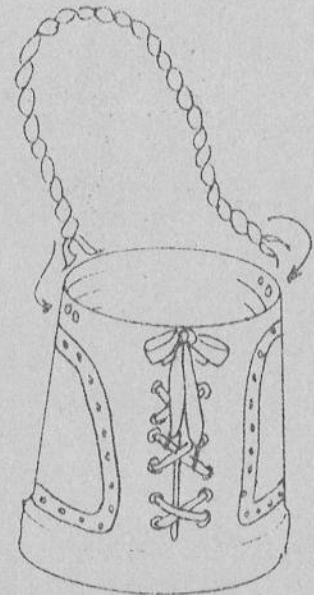
One gallon bleach bottle; sharp knife;  
kitchen shears; long shoelace; heavy cord;  
magic markers.

Remove top of bottle; use straight-sided bottom. Cut two dart-shaped sections from one side. These should measure 1-1/2" at top and taper down to a point, as shown, leaving a straight 1/2" section intact between them. This will serve as the tongue of the shoe. (To cut plastic, use sharp knife, then smooth out cuts with kitchen shears.)

Punch one hole in center of tongue. Punch a series of holes along each of the cut sides opposite the tongue. With tongue on the inside, lace valet together through holes with a long shoelace. Lace through hole in tongue before tying together at top.

At top of valet, punch a pair of holes about 2" apart at the center of each side. Make sure these are opposite each other. Now make two handles from braided or very heavy cord. Attach to valet through holes. Knot ends of handles on inside of valet to hold in place.

Paint shoe features on outside of valet to add a decorative touch. (Could be done with a permanent marker.) If colored shoe is desired the plastic bottles may be dyed by mixing 1/2 cup liquid household dye with 1-1/2 cup boiling water. Immerse plastic bottles until the desired color is attained. Rinse and let dry.



### GARDEN STAKES

A set of five could include carrot, radish, tomato, cucumber and onion or use whatever vegetables are in the family garden. Make a pattern for the vegetables and cut out of appropriately colored plastic lids (or use empty, washed, and dried bleach bottle), colored with permanent markers). Glue ice cream stick to back. Use to mark garden.

Name \_\_\_\_\_

## FAMILY MEMBER

1. What is meant by:  
Family \_\_\_\_\_  
Duty to Family \_\_\_\_\_  
Family Meeting \_\_\_\_\_
2. Hazards found in my home: \_\_\_\_\_  
I corrected the hazard, \_\_\_\_\_  
by, \_\_\_\_\_
3. Thing my family spends money on are: \_\_\_\_\_  
How can my family save money? \_\_\_\_\_
4. Why should garbage and trash be disposed of properly? \_\_\_\_\_
5. Things my family does for fun: \_\_\_\_\_  
Things that cost little money: \_\_\_\_\_  
I did \_\_\_\_\_
6. Choose one of the following:  
A. Help clean home properly for one month.  
B. Help with two family washings of clothes.  
C. Help plan meals for one week and help buy food.  
Prepare at least three meals.
7. On back of paper make a chart showing the jobs you and other family members have at home. Name two other jobs that you may take on for two months.  
\_\_\_\_\_  
\_\_\_\_\_

## COMMUNICATOR

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your den to experiment with.

### WHAT IS A CODE?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as ENCODING the message. You need to know how to make your message a secret one.

The second part is called DECODING the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own den code using this concept.

### NUMBER CODE

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number 1 and write the number in order below the letters.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Each letter of the alphabet will now have a number that means the same as the letter.

Copy this message and let your Webelos decode it. The dashes keep the words apart.

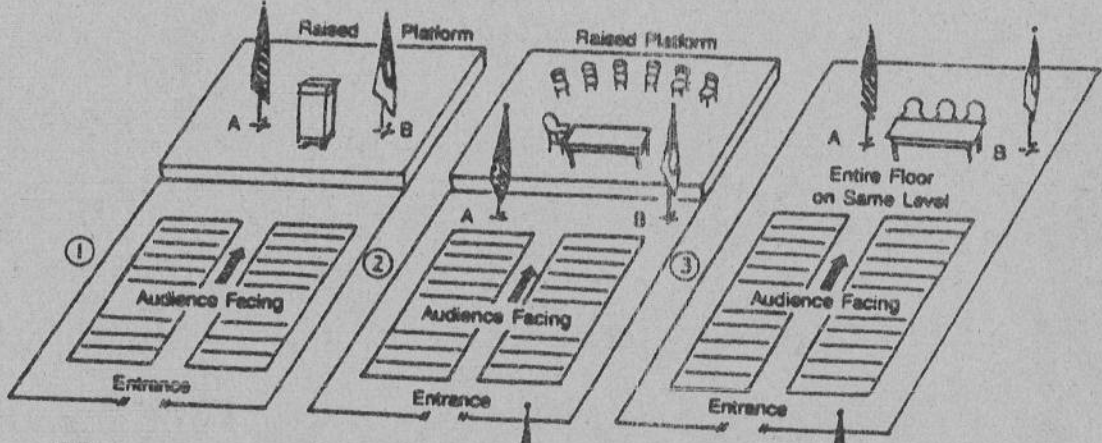
13 25 - 14 1 13 5 - 9 19 - 19 1 13  
(My name is Sam.)

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

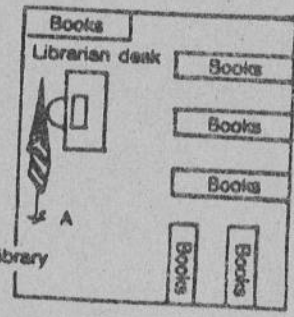
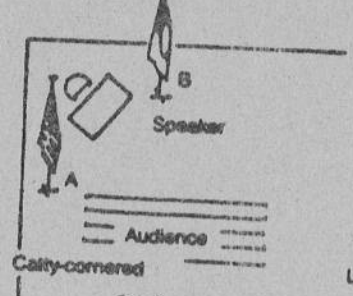
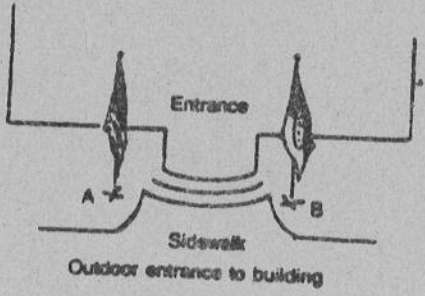
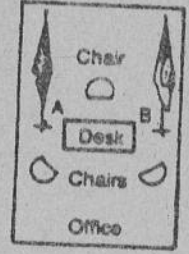
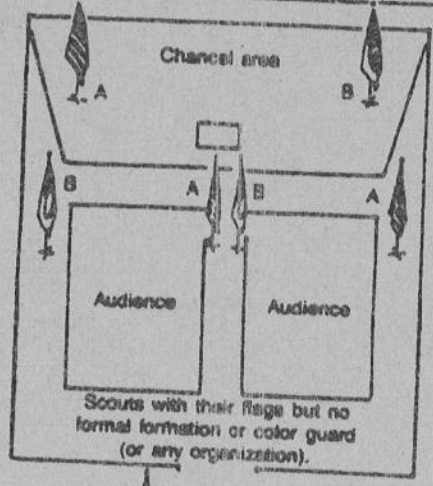
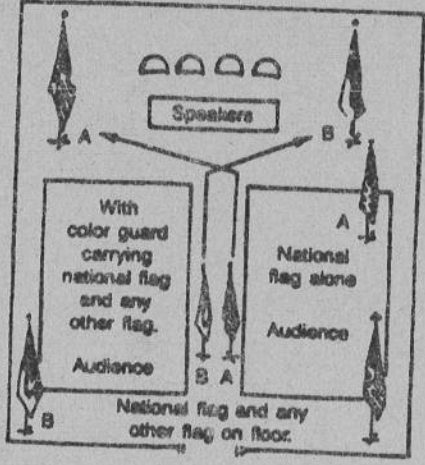
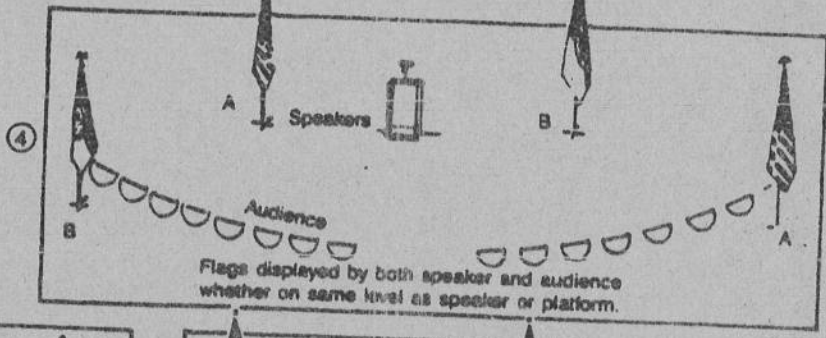
Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another scout to decipher.

# DIAGRAMS OF FLAG POSITIONS



Note: A stands for the national flag, B stands for any other flag.

Diagrams 1-2-3-4 apply to lecture halls, classrooms, club rooms, churches, auditoriums, etc.





## THINGS TO REMEMBER ABOUT DISPLAYING THE U.S. FLAG

1. Display the flag outdoors from the time the sun comes up (sunrise) to the time it goes down (sunset).
2. The flag should be raised quickly all the way to the top of the flagpole.
3. The flag should always be lowered slowly and respectfully.
4. When the flag is displayed on a staff (a pole that stands by itself) on a speaker's platform, it should be to the RIGHT of the speaker.
5. When it is on a staff somewhere besides at the speaker's platform, it should be to the RIGHT OF THE AUDIENCE.
6. When the flag is on a crossed staff with another flag, the U.S. flag should be to its RIGHT.
7. When the flag is displayed on the wall, the stars should be in the upper LEFT-HAND CORNER as the audience faces the flag.
8. When the flag is carried in a parade with other flags, the Stars and Stripes should be on the MARCHING RIGHT. If there is a line of flags other than the U.S. flag, the American flag should be in front of the center of the line.
9. The flag of the United States should never be dipped to another flag or person.
10. The flag should never be allowed to touch the ground or any object it is flying above.
11. Pictures or drawings should never be placed on the flag. It should not be embroidered on cushions, handkerchiefs, or paper napkins.
12. When the flag is torn or dirty so that it is no longer fitting for display, it should be destroyed in a respectful way, like burning in private.

---

## DAYS TO FLY THE FLAG

New Year's Day  
Presidents' Day  
Arbor Day  
Memorial Day  
Flag Day  
Independence Day

Pioneer Day  
Labor Day  
Columbus Day  
Veterans' Day  
Thanksgiving  
Christmas

---

## OUR NATIONAL ANTHEM

Every good citizen knows " \_\_\_\_\_ ", our national anthem.  
\_\_\_\_\_, a lawyer-poet from Georgetown wrote the  
poem in \_\_\_\_\_. Our country was fighting \_\_\_\_\_ in the War of  
\_\_\_\_\_. English ships fired on \_\_\_\_\_, near Baltimore, Md.  
The fort returned fire. Key was on an \_\_\_\_\_. He had come  
earlier, under a \_\_\_\_\_ to rescue Dr. \_\_\_\_\_ of Baltimore. The  
\_\_\_\_\_ and \_\_\_\_\_ still waved \_\_\_\_\_. The \_\_\_\_\_ held out!

Meanwhile, Key had begun the poem in the \_\_\_\_\_ of the \_\_\_\_\_  
\_\_\_\_\_ glare. He finished it the \_\_\_\_\_ night. It was later set to  
\_\_\_\_\_.

*answers on page 91 Webelos book*

## The Pledge of Allegiance game

I pledge allegiance  
to the flag  
of the United States of America  
and to the Republic  
for which it stands

One Nation under God  
indivisible  
with liberty and justice

for all.

with freedom and fairness  
people elect others to make laws  
I promise to be true  
the flag means the country  
for each person in the country  
me and you  
a country made up of 50 states  
to the sign of our country  
a country whose people believe in  
a supreme being  
the country cannot be split into parts.

*answers on page 90 of Webelos book*

## “Collected Miles” Map

Figure out how many miles you travel in a week. At the end of each week, mark on a state map how many miles you've travelled. (You can pick up a state map at a gas station.) How far away from home would you be at the end of a month? Six months?

## Goal Map

Decide which American city you'd like to visit. Figure out how far away it is from your home town. Then set goals for yourself, and allow yourself miles for each completed goal.

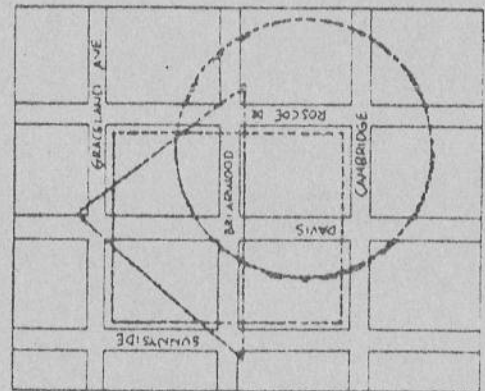
Use a tack or a pencil (if no one has future plans for the map) to mark the map as you move closer and closer to your imaginary destination until you finally arrive.



## Geometric Map

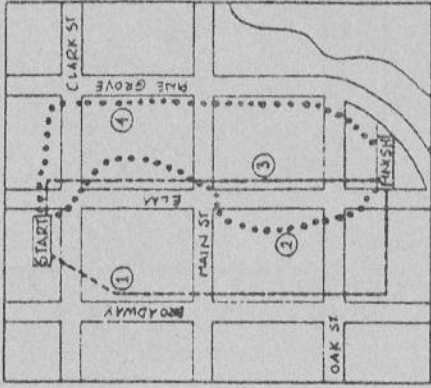
On a grid of your neighborhood, chart different geometric shapes. Mark each shape with a different color.

Then travel every geometric route you've drawn. Sometimes it'll be easier to ride your bike along a route and sometimes that will be impossible! To keep on your route, you may have to cut across a field or make a sharp turn in the middle of a florist's shop! Have fun with this one, but do be aware of traffic, as always!



## “Fastest” Map

Have you ever wondered which is the fastest way to get to school or church or park? To figure out the fastest way to get from one place to another, make several identical maps of the area. Chart different routes to get to the finish. Give each friend a different route to follow. Make sure everyone walks at the same pace, and see who arrives at the finish first. You'll know which is the fastest (not necessarily shortest) way!

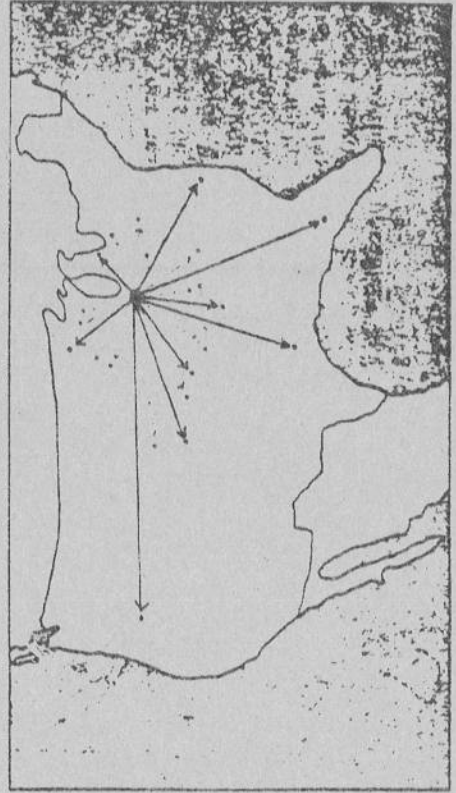


## “Sphere of Influence” Map

On a United States map, mark (with tack or pencil) your home town. Draw an arrow from your town to:

- cities where relatives live,
- cities where friends live,
- cities you've visited,
- cities you know at least one fact about.

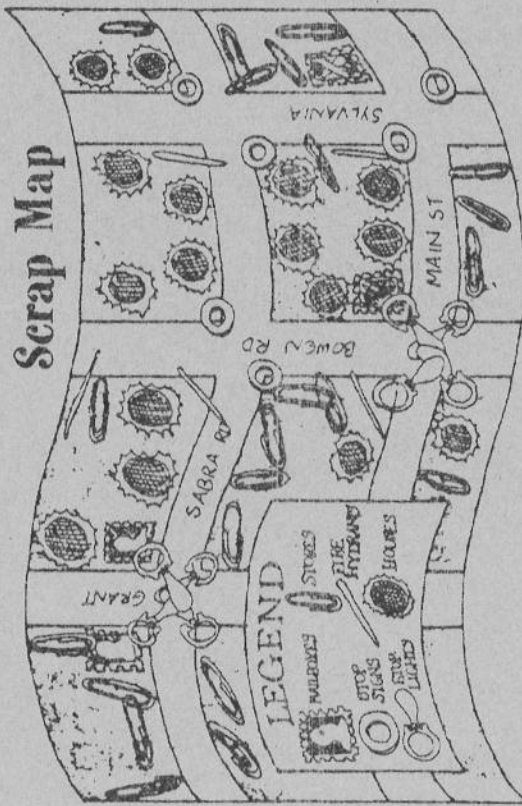
Make arrows from each group a different color. You can see how many towns play a part in your life. You'll probably be surprised to find out how far your influence reaches! ■





# Maps about Maps

Maps are fun to read. Maps are fun to make. But the most fun of all is reading a map you yourself have made! And don't think that maps are only good for locating hidden treasures and correct freeway exits...although both are mighty welcome sights. Maps can be used for any number of rather silly but enlightening things.

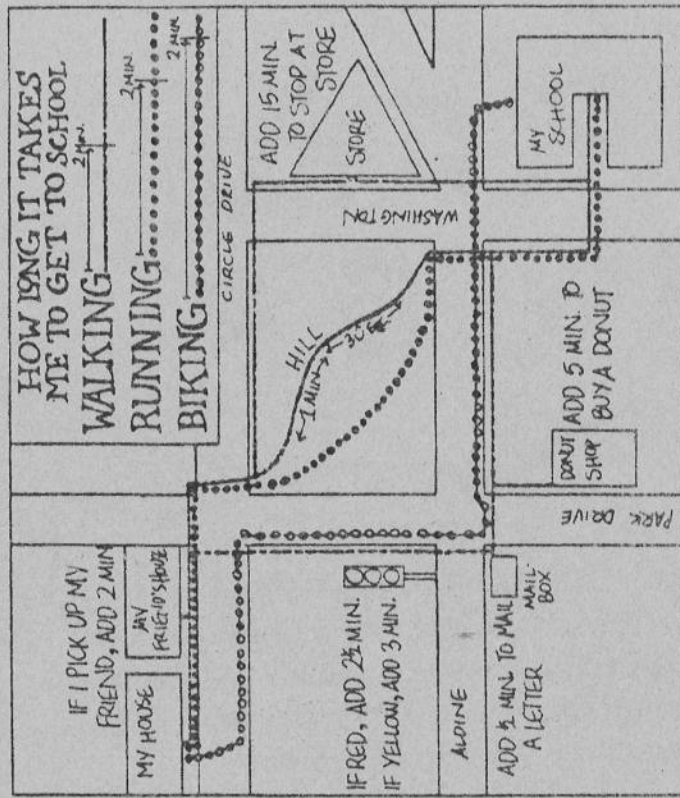


A map doesn't have to be of a faraway place or a large land area. It can be of a neighborhood—your neighborhood!

Make a map of your neighborhood. Use cancelled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

# Time-Distance Map



Make a map showing your house, your school and all the streets between the two. Mark your route to school.

Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes up on your map. Mark this as a scale in the legend.

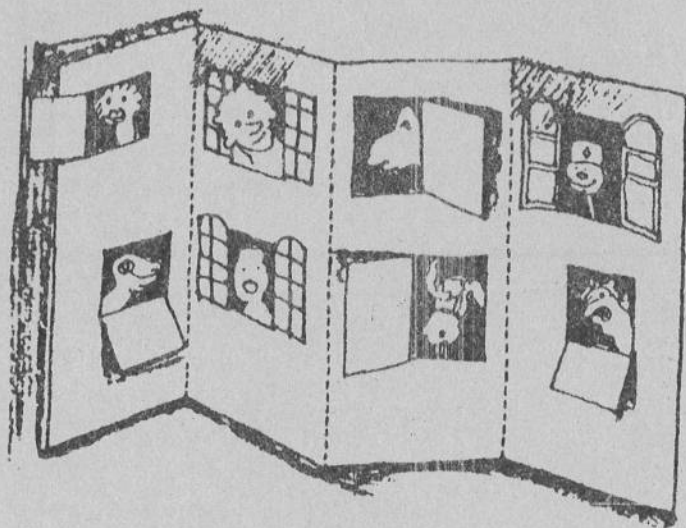
Then, figure out how far you can run in five minutes. Translate that distance to the scale of the map.

Try the same trip on your bike. Mark that in the legend.

If you want to make an even more accurate time-distance map, make allowances for special things like these:

- If I miss the light at Aldine and Park Drive, my trip to school will take an extra three minutes.
- If I'm running to school and I pass through the Washington Street Shopping Center during a sale, I'll have to walk, not run. I'll lose 5 minutes time!
- I ride my bike more slowly uphill than downhill.





**“LAUGH-IN” PUPPET STAGE.** For Webelos Showmen. For the stage, remove top and bottom of a large cardboard carton. Cut one side and open it out. Mark 6-inch squares on it and make windows by cutting three sides of each square and carefully scoring the fourth side.

### “Laugh-In” Show

Your Webelos Scouts will never have seen the old television “Laugh-In” show, but they can recreate its zaniness with the stage shown here.

As Webelos den leaders may recall, “Laugh-In” featured a fast-paced series of corny gags given by actors popping out of windows. In this Webelos Scout version, the den leader or den chief stands in front of the stage and knocks at each window in turn. The window opens, a puppet operated by a hidden Webelos Scout pops out, and the jokes follow. Here are examples:

*Leader:* “Hi, Johnny, how do you feel?”

*Johnny:* “I feel like a pretzel.”

*Leader:* “Like a pretzel? How’s that?”

*Johnny:* “A cracker with cramps.”

*Leader:* “How do you feel, Mark?”

*Mark:* “I feel just like a window.”

*Leader:* “A window? How’s that?”

*Mark:* “Full of panes.”

*Leader:* “Tell me, Joe, what is a black eye?”

*Joe:* “That’s easy. A black eye is the result of a guided muscle.”

## SCHOLAR

As a Webelos Scout you have promised to "do your best". That is the Cub Scout motto, and you should follow it in everything -- work, play, and school!!!

Name \_\_\_\_\_

1. Have a good attendance, behavior, and grades at school
2. Take active part in school activity or service.
3. Discuss with teacher or principal the value of an education.
4. What things can you do now while you're in school?

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_

5. Ask 5 grown-ups these questions.

1) What are the best things about my school? \_\_\_\_\_

\_\_\_\_\_

2) What are the schools problems? \_\_\_\_\_

\_\_\_\_\_

3) What do you think are the best answers? \_\_\_\_\_

\_\_\_\_\_

Why? \_\_\_\_\_

\_\_\_\_\_

6. List some full-time jobs in education field: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

7. Who did you help with school work? \_\_\_\_\_

\_\_\_\_\_

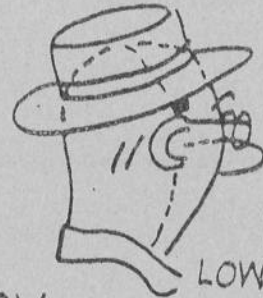
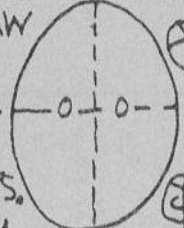
\_\_\_\_\_

# ARTIST



## CARTOON FIGURES

FIRST DRAW  
A CIRCLE  
OR OVAL.  
DIVIDE IN  
FOUR PARTS.



LOWER EYE LINE

RAISE  
EYE LINE

EYES BELOW  
CENTER



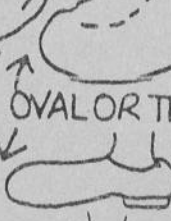
BACK

PALM

KEEP HAIR  
SIMPLE

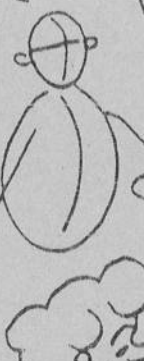


OVAL OR TRIANGLE



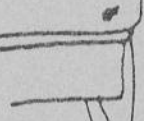
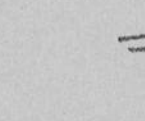
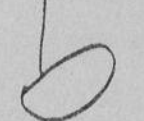
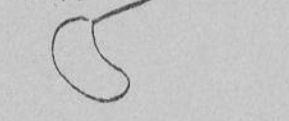
TWO OVALS OR  
TRIANGLE

COPY THESE FORMS  
AND CREATE YOUR OWN FIGURES



FIRST DRAW  
THIS

THEN  
THIS

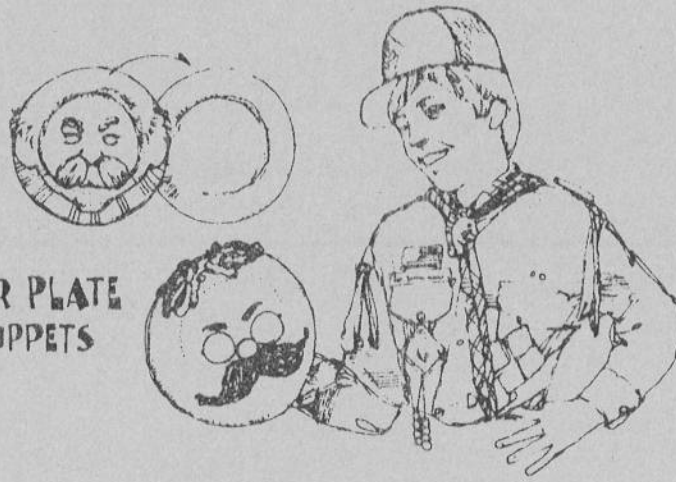


Webelos - Snowman

The following musical suggestions can be used very effectively as background music for your puppet productions. A single tape or record can be edited and combined to give cues and special effects for scene changes. Music should be used as background for setting the mood and must never overpower the dialogue of the play. The following list is a beginning source of musical background music:

- Anderson, Leroy - "Promenade" and "Sleigh Ride" - Good for variety acts.
- Berlioz, Hector - "Roman Carnival Overture" - Symphonic background suitable for a forest scene.
- Bernstein, Leonard - "Music from Peter Pan."
- Chabrier, A. E. - "Espana Rhapsody" - Spanish atmosphere or Spanish dancers.
- Copland, Aaron - "Cat and the Mouse" - pantomime.
- Debussy, Claude - "Clair de Lune" and "Prelude to the Afternoon of a Fawn" - Impressionistic backgrounds, night scenes.
- Ellington, Duke - "Mood Indigo" - Quiet background music.
- Goodman, Al - "Gone With the Wind", "Spellbound", "Hunt in the Black Forest" and "Clock Store", - Effective background music.
- Gould, M. - "Cowboy Rhapsody" - Humorous American novelties with various uses.
- Grofe, Ferde - "Grand Canyon Suite" - vivid orchestrations for background.
- Handel, G. F. - "Harmonious Blacksmith" - Suitable for court scenes, colonial days.
- Herbert, Victor - "Dagger Dance" from "Natoma" - Indian Atmosphere.
- Hayden, Franz J. - "Toy Symphony".
- Mendelssohn, Felix - "Marionettes Suite" - Music about puppets.
- Ravel, Maurice - "Mother Goose Suite", "Daphnis and Chloe Suites", "Tombeau de Couperin" and "Bolero" - Beautiful background music.
- Williams, John - "Star Wars" and "Close Encounters" - Good space background music.

## PAPER PLATE PUPPETS



**PAPER PLATE PUPPETS.** For Webelos Showman activity badge. Sketch faces on 9-inch plates with pencil, then fill in features with felt pens. Use yarn for hair, white cotton for beards. When the face is complete, staple a second plate behind it, leaving an opening for the hand to slide inside.

## HOW TO MAKE IT

# VIKING COSTUMES

**HELMETS:** USE SKULL CAP OR OLD DERBY HAT WITH BRIM CUT OFF, STIFF CARDBOARD WINGS, CUT AND PAINTED BLACK

**FOR HORNED HELMET:** ROLL LIGHT WRAPPING PAPER INTO CONE, SLIT BOTTOM END, BEND FLAT AND GLUE TO CAP

**WOOD STRIPS**

**LEATHER FOREARM AND HAND GRIPS**

**(INSIDE VIEW OF SHIELD)**

**CUT SHIELDS FROM HEAVY CARDBOARD**

**PAINT DESIGN ON OUTSIDE OF SHIELD**

**TYPICAL VIKING SHIELD MOTIFS**

**SAW SLIT IN BROOMSTICK**

**CUT BATTLE-AXE HEAD OUT OF CARDBOARD, PAINT SILVER OR GREY, FASTEN TO AXE HANDLE**

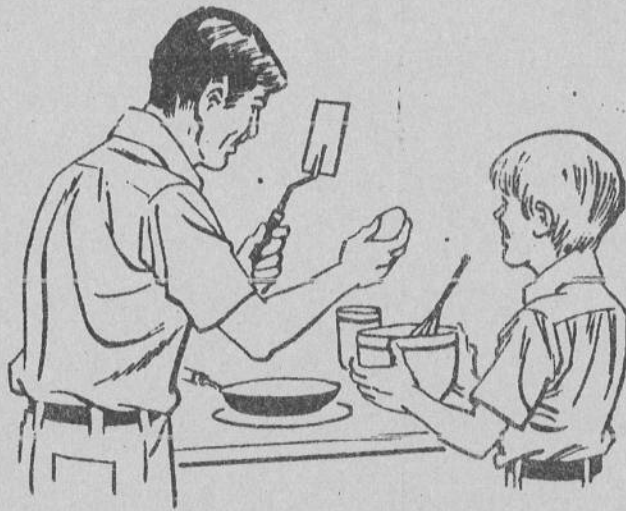
**CUT SPEAR-HEAD OUT OF CARDBOARD FASTEN TO BROOMSTICK**

**LONG, GREY T-SHIRT FOR COAT-OF-MAIL. WEAR WIDE, STUDDED BELT. GOLD COLORED RIBBON FOR SANDAL LACES**

It is much easier  
to be critical  
than correct.



# COOKING FOR SCOUTS



Cooking for Scouts  
by Sue Morris



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NEW BEGINNINGS - 1990 Pow Wow

Fran Waller	Chairman and Editor
Lonna Alcock	Assistant Chairman, Editor, Printer
Bob Southwood	Assistant Chairman, Collator
Bill Lee	Assistant Chairman
Pam Moore	Typist, Editor, Collator
Anna Lee	Collator
Maurice Bowdry	Professional Advisor
Sessions Leaders	
Lonna Alcock*	Webelos, Tin Punch & Wire Art
Clayton Allen	Webelos
Teresa Derr*	Songs
Mike Doty	Hand Tools
Jim Elders*	Games
Sharon Fanucce*	Tie Slide, Crafts, ThemeCrafts
Ron Farb	Professional Advisor
Bea Franklin	Skits & Puppets
Kim Franklin	Chief Cook & Bottle Washer
Bob Gingras	Derbies
Virginia Hammer*	Skits & Puppets
Kari Hawkins*	Songs
Linda Hinkelmann*	Tie Slide, Crafts, ThemeCrafts collator
Tim Hooper	Magic
Clyde Kangas	A Man for All
Martha Kangas	Discipline & Boy Behavior
Cathy King	Tin Craft & Wire Art
James Kuroda	Kitchen
Michael Lager*	Knots, Where To Go/What To Do, Photographer, Sports Pins
Bill Lamps*	Cook
Anna Lee*	Ceremonies
Bill Lee*	Ceremonies
John Longhenry	Webelos, Leader Paperwork
Julie McGrail	Cub Scout Nature
Pam Moore*	Puzzles, Pack Administration, Midway
Sue Morris*	Cooking for Scouts, Tiger Cub
Russ Moser*	Communications
Joyce Pederson*	TieSlides, Crafts, Theme Crafts Collator
Ed Rounds	Knots
Mary Ann Rounds*	Non-Competitive Games
Fred Sauer*	Communications
Bruce Schuchard*	Skits & Puppets, Homemade Rec.
Nancy Schuchard*	Pack Administration, Homemade Recognitions, Puzzles
Bob Southwood*	Webelos, Uniform Inspection, Tin Craft, Wire Art
Gay Tucker*	Cub Scout Nature
Denise Wright	Tin Craft, Wire Art
Jean Wurtzel	Games
Lu Zielman	Magic
*Contributed material to the Pow Wow Book.	

Dear Cub Scouter,

Many experienced Cub Scout leaders on staff have given unmeasurable time and effort to provide an abundance of useful ideas and hints to make this book possible to help you as a leader.

We believe in the Cub Scout program for the good of the families and the boys in you pack. Continue your training for strengthening your pack and this will give your boys a fulfilled experience while in the Scouting program. Never say it can't be done. Use all the 'resources' your 'training team' have suggested. When in doubt - ask - - someone will help find the answers.

Your efforts to positively influence our youth today through Cub Scouting will pay off many times over in the years ahead. By the time your boy is old enough to join Cub Scouts, your time with him is half over. Think about what his needs are at 8 years old and then again at the age of 16. I hope you are still in his needs.

New Beginnings belongs to our future. All of these young boys will soon be our leaders in the office, factory, hospital, farm, and elsewhere. Let's help make the difference. This program is for the boys - never lose sight of the goals of Boy Scouts of America.

Yours in Scouting,  
*Fran Waller*  
Pow Wow Chairman



## BOY SCOUTS OF AMERICA

BLACKHAWK AREA COUNCIL

P.O. BOX 4085  
1800 7TH AVENUE  
ROCKFORD, ILLINOIS 61110  
TELEPHONE (815) 397-0210

October 23, 1990

Dear Pow Wow Staff.

This book should be dedicated to you. Each year, endless hours are spent to design and develop a concept that will heighten the enthusiasm of the participants in the Tri District Pow Wow and give further insight into the program. I believe that not only is this done for the love of the Scouting program, it is done because your hearts are genuinely abiding, and this edition of the Tri District Pow Wow Book will reflect just that.

To say thank you, you are appreciated, or Bless you, just doesn't seem to be enough. However, it should be said that without you, how could there ever be "New Beginnings."

Sincerely,

  
Maurice L. Bowdry  
District Executive

/sed



**United Way**  
Thanks to you, it works  
for all of us

We thank  
the members of  
St. Patrick's Catholic Church  
for the use of their school facilities  
on this Saturday, November 3, 1990.

We appreciate their generosity  
so that Cub Scout leaders  
could attend this Pow Wow  
and learn things to help their  
Cub Sout program be better  
for the boys.

Pow Wow  
is a supplemental training conference  
for Cub Scout leaders,  
prospective leaders, and parents.  
This annual event serves as a  
refresher course for the  
experienced Cub Scout leader.  
Attending a pow wow is one  
of the requirements for  
earning the various training awards.

*Editor's Lament*

*Putting together this Pow Wow is no picnic.  
If we print jokes, people say we are light-minded.  
If we don't, they say we are too serious.  
If we publish original material, they say we lack variety.  
If we publish things from other books,  
we are too lazy to write our own.  
If we don't print all contributions, then we lack proper  
● appreciation of other people.  
If we do, the book may be a mess.  
Probably someone will say that we copied this  
lament from some other book.  
We did!*

## MAKE A WATERSCOPE

With a homemade or "ready-made" waterscope, it is possible to explore the underwater life of a pond or lake and see nature in action in a way that is otherwise next to impossible. Looking through the film at the surface of the water distorts what you see underwater. Reflections on the water or ripples stirred up by a breeze make it difficult or impossible to see beneath the surface. A waterscope is a device that enables you to see through the film.

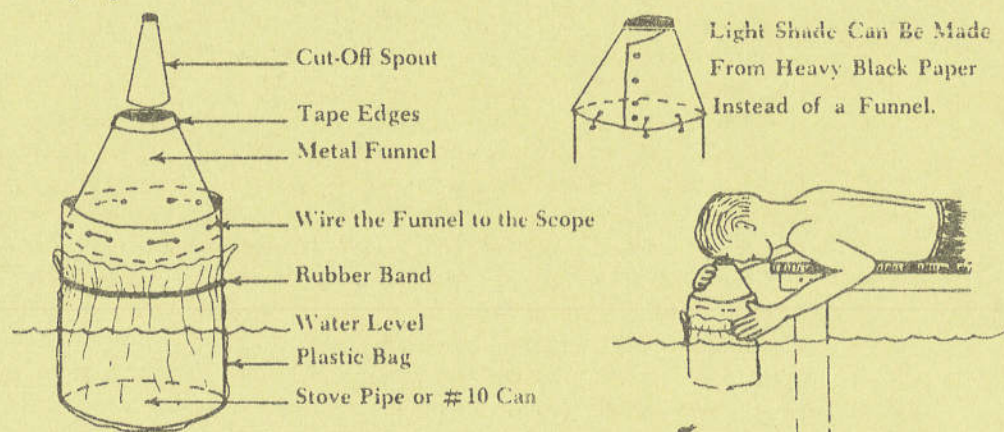
The simplest device to make consists of a half-gallon can, with both ends cut out, and a clear plastic food bag. Slip the bag over one end of the can and pull it tight so that the surface is smooth and free of wrinkles. Fasten it to the can with two or three heavy rubber bands.

To use it, merely push the closed end down into the water an inch or two and look through the open end.

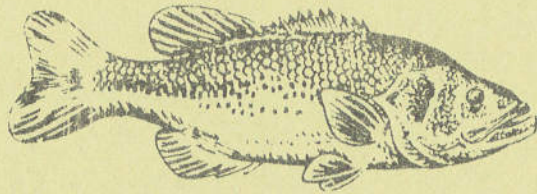
A more elaborate but permanent device may be made by cutting a 7 by 9 inch hole in one end of a five-gallon can. Then cement a piece of window glass 8 by 10 inches over the hole, being sure that water will not leak in around the edges.

Next, get a piece of black cardboard and make a cone out of it so the large opening fits over the open end of the can. The small end of the cone should be large enough for you to look into it with both eyes. Fasten the cone on the can with tape.

Use the waterscope from a boat or pier. Row out to a mud bed and then drift. Look down through the waterscope into the weeds. You can see some fascinating sights in these underwater jungles.



*Waterscope*



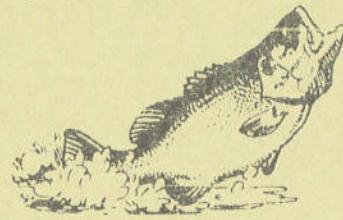
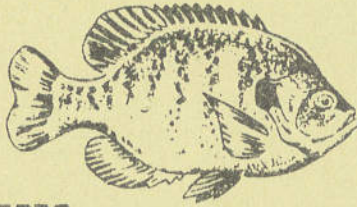
### Night Life - Underwater

This is a fun activity if there's a lake at your camp ground.

Seal a 2-cell flashlight waterproof tight in a plastic bag. Tie strong twine or rope around the center of the flashlight so it's balanced.

After dark, turn the light on through the plastic, and lower it off a dock or from a boat into 6 to 8 feet of clear water. Turn the light slowly by twisting the line.

The light will attract fish, crabs, and crayfish. Your children can see them in the light beam.



### Fishscope

Make your fishscope by cutting an 8 to 10 inch viewing hole in the bottom of a 5-gallon can. Paint the inside of the can black. Cement a piece of glass on the outside of the hole, sealing watertight with windshield sealer.

To use, hold the scope with the glass a few inches underwater, and look for fish and other water creature.



### Square Hike

Once your children have learned how to use a compass and figure distance by pacing, they'll enjoy a square hike as a test. They just hike a specific distance, like 1,000 feet, in each of four directions.

In turn, each hikes 1,000 feet north using compass and pacing, then the same distance east, the same south and finally the same west. If they figure correctly, hikers should end up back where they started. The distance each is off will show the amount of error in use of either the compass or pacing.

You can use other distances as long as the legs of the hike are the same length. Different directions can be used, too. They just call for adding 90 degrees to whatever the first compass reading was, and then another 90 degrees to that for the second, and so on.

*Ghost-Weirdo-Tree Centerpiece*

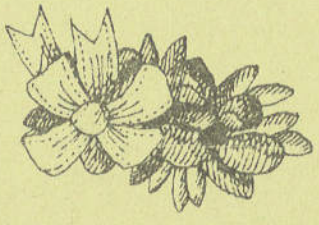
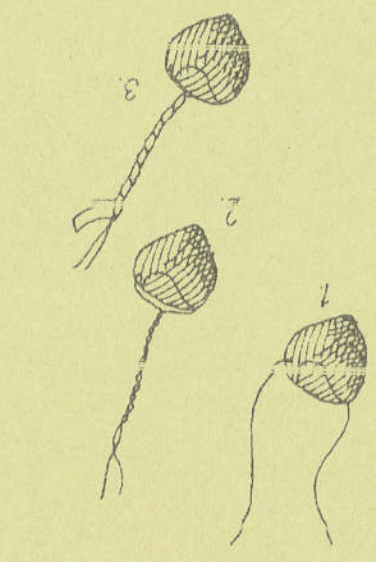
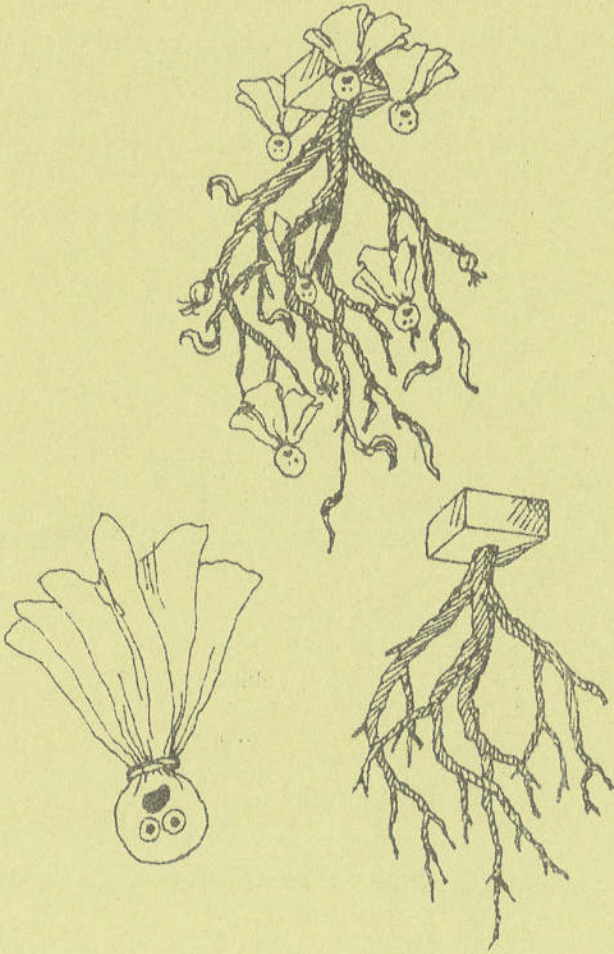
Halloween is a time for colorful parties. A gay table centerpiece makes refreshments of cider and doughnuts taste even better. A centerpiece for a Halloween party that always causes comment is a weirdo tree. To make this you will need a block of Styrofoam, a bare, twiggy branch or a piece of driftwood—the more grotesque in shape the better—several pieces of Kleenex, some small rubber bands or pieces of string, and whatever plant material you choose for your tree.

Place the branch upright in the block of Styrofoam to simulate a tree. On the tip end of the branches stick some plant material that will make it look weird. My favorites are the slender, pointed peppers that are twisted in fantastic shapes, but you could also use string beans, Brussels sprouts, radishes with roots, or sprouted onions.

Make some ghosts to perch on the tree and to cluster around the bottom. To do this, roll a piece of Kleenex into a ball. Place the center of another piece of Kleenex around the ball and fasten it with a rubber band or string to make the ghost's head. The four corners will billow out to form his robes. Draw a gruesome face on each ghost with a black pen. You might make a ghost for each guest, as a favor.

*Thanksgiving Nut Corsage*

For an unusual corsage for Thanksgiving, you will need some nuts, some wire, and some floral corsage tape. Drill a hole across the top of some nuts (pecans, chestnuts, and hazelnuts are good). Loop a piece of wire through the hole, leaving an end several inches long. Wind the end with floral tape. When you have done nine or ten, hold them together in the shape of a bunch of grapes, and tape the stems together at the end. Tie a colorful ribbon





# Nature Games



## BIRD HUNT

While everyone stands in a circle, have several assistants pin on everyone's back a paper with the name of a bird. Give each Cub Scout a pencil and a card. The object is to find out the names of as many birds as possible.

Each player avoids showing his own back while he tries to read the other names. No one may stand still with his back against a wall or tree.

## HUNTER, GUN, RABBIT

Divide the players into two teams. Ask them to select their leader and then secretly decide to portray—in any way they please—a hunter, a gun, a rabbit. When both teams are ready, have them line up facing each other for a practice round. On signal, both teams should immediately act out their charades. For example, the hunters may freeze in a stalking position. The "guns" may shout, "bang!" Or the "rabbits" may put their hands to their ears. Then explain that guns defeat rabbits, because a gun can kill a rabbit; rabbits defeat hunters, because an unarmed hunter cannot catch a rabbit; and hunters defeat guns, because of the superiority of man over objects.

After practicing the parts and after this explanation, begin the game. See that each team huddles around its captain, decides which part to play, and faces its opponent for a showdown. Score 1 point for each victory. The first team to score 5 points wins.

## KNOW YOUR ANIMALS

This makes a good gathering-time activity for Cub Scouts. As each arrives, hand him a sheet with the following instructions and questions:

If you can correctly fill out the blanks below in 30 seconds, you're excellent. If it takes you 2 minutes, you're still pretty good. But if it takes you longer—well, better brush up on your animal lore.

What is the natural home of each of the following?

Lion . . . (*den*); pig . . . (*pen*); beaver . . . (*but*); robin . . . (*nest*); bee . . . (*bive*).

What animals or birds do the following?

Chew cud . . . (*cow*); caw . . . (*crow*); bay . . . (*hound*); canter . . . (*horse*); honk . . . (*goose*).

## MATCH IT OR KNOW IT

Divide the group into two teams. Allow each team 15 minutes to collect nature objects (leaves, twigs, seeds, nuts, etc.) and to take them back to their side. Then have one Cub Scout from each team go to the opposite side with an article. If the opposing team can name it, award 1 point; if they can match it from their collection, award 2 points. The team with the highest score wins.

## NATURE SCAVENGER HUNT

Divide the group into teams. Give each a list of nature objects to find within a given period of time. The winning team is one that finds the greatest number within the allotted time.

## 1-FOOT SQUARE

Divide the group into teams. Place a box or object over a piece of ground approximately 1 ft. square. Give each group 5 minutes to collect as many living things as possible in that square.

## PASS AND TOUCH

Form a circle with hands in back. Pass a series of nature objects (leaf, stone, twig, shell, thorn, cone, feather, etc.) from hand to hand around the circle. Have each boy identify the object by feel. After several items have been passed, see who can repeat (or write) the most items correctly.

## WHO AM I?

Have one player pretend to be some figure in nature—a plant or animal. He tells brief facts about himself such as "I live along the seashore and am an animal." The one guessing correctly becomes the new leader.

### *Seashell Tree Ornament*

For this ornament you will need a flat seashell. It may be as large as a clamshell, or as small as a scallop shell. Either drill a hole in the top to fasten a wire for hanging, or fasten a wire to the back with glue.

Paint the inside of the shell a color that will be a background for the tiny scene you will make, or leave the natural color of the shell.

In a large clamshell you can glue bits of evergreen and rock as a background for tiny crèche figures. In a small shell you can make a wreath or spray of natural or silvered dried flowers. You can glue bits of silvered dried material around the small figure of a madonna. You can make a woody background too, tipping the edges of the evergreen with white paint to look like snow, and glue a figure of Santa Claus in the foreground.



### *Kindling Kits*

Anyone who has a fireplace would welcome the gift of a kindling kit. To make them you will need only some large grocery bags, some crayons and colored yarn, and the ability to do a lot of bending.

Fill the grocery bags with twigs from the lawn, small cones from pine trees, or bits of driftwood from the beach. Tie the bags at the top with the colored yarn. With crayons draw appropriate decorations on the sides of the bags. For Christmas you can tie the tops with red or green yarn and decorate the bags with pictures of wreaths, Christmas trees, or holly. At other times of the year you can draw fish, a beach scene, a landscape, or anything else that strikes your fancy.

Placing one of these complete bags on the hearth underneath a couple of logs is one of the neatest and easiest ways there is to start a hearth fire.



### A Decorated Calendar

A pretty calendar is always a welcome gift. One decorated with pressed or dried flowers is particularly welcome.

To make it you will need a piece of colored cardboard, a small calendar (the kind you can buy in a stationery store for a few cents), some pressed or dried flowers and leaves, and a piece of ribbon or gold cord.

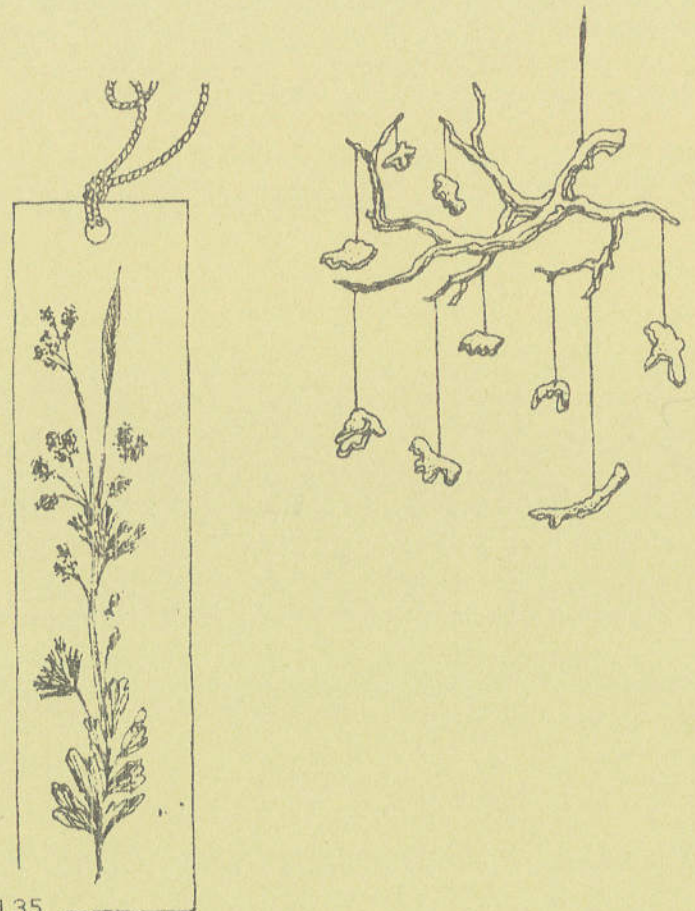
Cut the cardboard the size you want it, and paste the calendar on it. You can put it in the middle and make a wreath or square of dried flowers around it, or you can put the calendar at the bottom of the cardboard and make a design of pressed flowers above it. Paint glue lightly on the back of the flowers with a small brush or Q-Tip and put them in place.

Punch holes on each side of the top of the calendar and thread ribbon or gold cord through them, leaving long-enough ends so that you can hang it. Tie the ends together in a bow.



### A Driftwood Mobile

You can make another attractive mobile by finding a piece of driftwood or a root that has lots of twisty ends. Suspend it from a wire so that it is balanced, and then from the ends hang interesting shells, small pieces of coral, or sculptured bits of driftwood. This is an interesting way to display these objects. You can fasten the wire, thread, or fishline to them with a little glue.



### A Bookmark

You can make a very attractive and useful bookmark using dried or pressed flowers. You will need a piece of colored construction paper; a sheet of laminating film; a piece of raffia, ribbon, or cord; and some dried flowers, grasses, seeds, or tiny pods—in fact anything from your collection of dried material that is small in scale.

Cut a piece of construction paper about one and a half by seven inches. Glue the flowers on the construction paper in a pretty spray. Cut two pieces of laminating film the same size as the construction paper and fasten one piece over the flowers, and the other over the back. Punch a hole at the top of the bookmark, and loop a piece of raffia, cord, or ribbon in it.





WHAT IS TIGER CUBS ? ? ? ?

- T Time spent building a stronger relationship with the boy and his family.
- I Introducing a boy and his family to Cub Scouting.
- G Getting to know others and ones self better.
- E Entering into a group; being part of something Special.
- R Reaching out to one another and getting hands on experiences.
- S Sharing and Discovering new things and ideas.

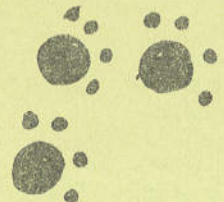
That is what TIGER CUBS is all about .....

Searching

Discovering

Sharing

Tiger Motto: **SEARCH DISCOVER SHARE**





**Tiger Cubs, BSA**



### INTRODUCE YOUR PARTNER

In groups of two (preferably with someone you do not already know), describe your partner using the letters of your partner's name. Some examples are:

My partner likes jelly beans (for John).  
My partners likes Indian wrestling (for Ivan).  
My partner likes monkeys at the zoo (for Mark).

Give the groups of 2 people a time limit of about 30 seconds to find out about each other. Then, give 30 more seconds for each to describe their partner using the idea listed in the above example.

### Game - "AURA"

This is a one-on-one game, highly cooperative. Stand facing your partner at arm's length. Touch palms and close your eyes. Keep your eyes closed, drop your hands. Both partners turn around three times. Without opening your eyes, try to relocate your partner's hands by touching the palms together again. (HINT: You may call out your partner's favorite things but you may not call his/her name.)

### TOTEM

Use spray painted soda cans, tissue rolls, or other stackable blocks or objects. Add eyes and mouth. At each Tiger Group meeting, add one more extra thing (nose, ears, horns, beard, eyebrows, warpaint, mustache, feathers, eyepatch, etc.) to really customize each Tiger's totem. This promotes good attendance and makes a great memento.

### PEANUT TOTEM

String a wire through peanuts. (If you heat the wire red-hot it will bore more easily but requires closer attention if Tigers will handle it.) Paint or shellac the peanuts and add monster heads, animal faces, etc. with paint or felt-tipped pens. Nail or staple the wire to the base.

Make a peanut  
totem pole -  
paint designs

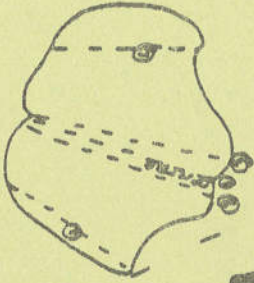


## TIGER CUB GROUP COACH (ORGANIZER) CHECKLIST

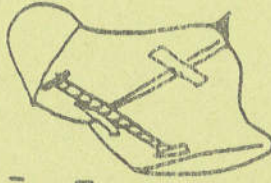
- \_\_\_ May/June Select and recruit your Tiger Cub Group Coach (Organizer).
- \_\_\_ July/August Complete Tiger Cub Group Coach (Organizer) training.
- \_\_\_ August/September Distribute Tiger Cub materials; charts, posters, fliers, and registration packets. Do additional training.
- \_\_\_ September/December Organize Tiger Cub Groups.
- Help to get the Group's first meeting off to a GREAT start!
- Be there if the Tiger Group needs information or as a resource person.
- Arrange for special Pack visits.
- \_\_\_ January Invite the Tiger Cub Groups to the Packs' Blue and Gold Banquet.
- \_\_\_ February/March Arrange for special Pack visits.
- \_\_\_ April/May Arrange for the Tiger Cub Groups to Graduate into the Pack.
- Invite the Tiger Cub Partners to become Cub Scout Leaders.
- \_\_\_ May/June Select and recruit your Tiger Cub Group Coach (Organizer)!!



1. Cut out kite. Fold  
in half along line 1, face  
to the outside. Fold  
line 2, 3, 4, 5.

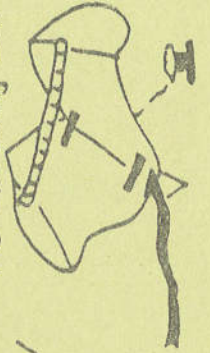


2. Tape centre  
together  
lines 2 and 3.  
Tape straw  
across back  
as shown.



3. Use plastic  
trash bag to  
make tail, 2  
inches wide,  
4-8 feet long.

4. Punch holes  
in face fold.  
Reinforce with tape.  
The kite string on.



cut

cut



HAVE SOME THUMB FUN!!!

Here is a creative idea for you and your family to have some Tiger Fun!

\*You will need some colored paper, crayons, a stamp pad and a pencil or pen.

Make a place mat or just some "art" to frame..

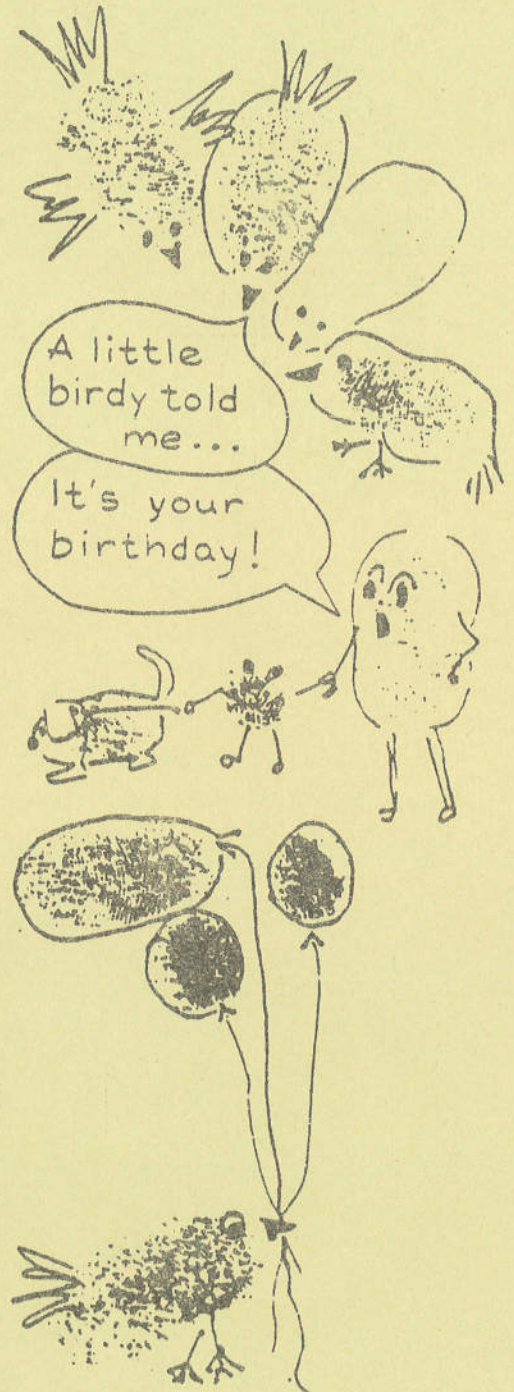
Have each member of the family make a thumb print picture or have everyone put a thumb on the same picture. Use your imagination as you stamp your inked thumb on the paper. The prints can turn into a bird, animal, plants, people or whatever you wish.

Add features with a crayon or marker. Write a message next to the picture or turn it into a card!

The place mats can be covered by sheets of clear contact paper to protect the design.

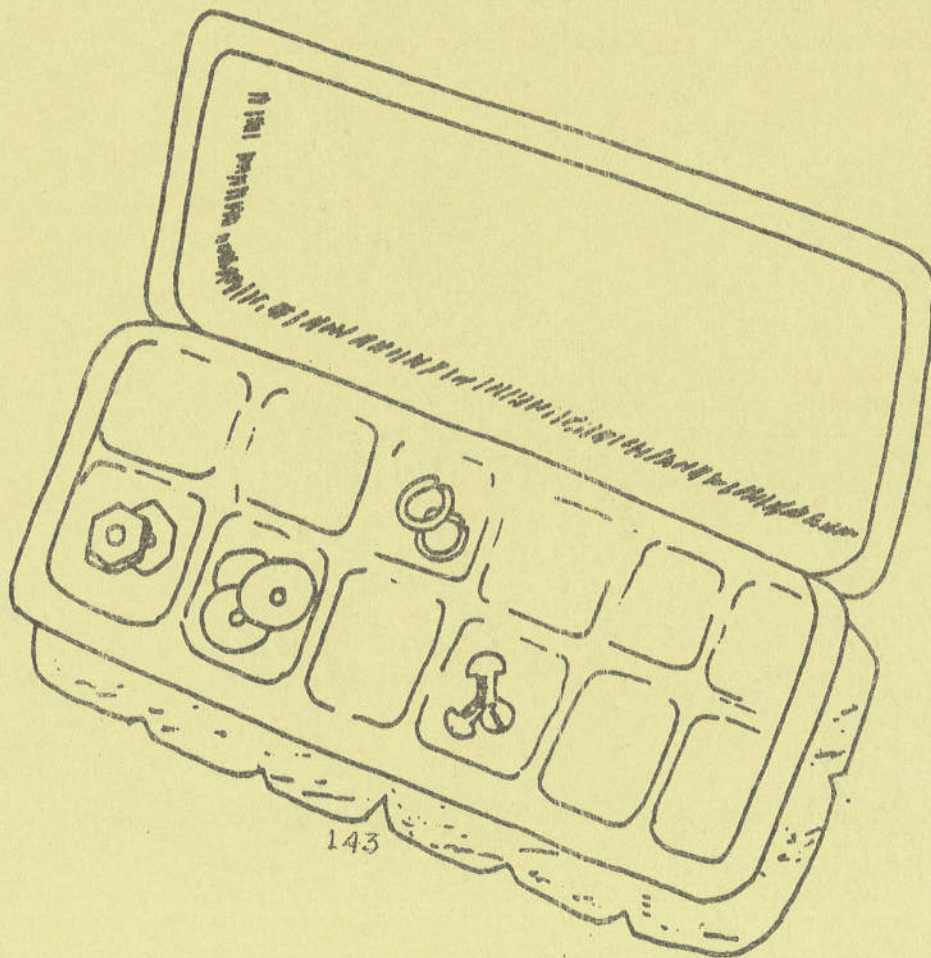
Come on....have some Tiger Fun!

When you are finished, you'll need a bit of laundry bleach to help make your thumb as good as new!



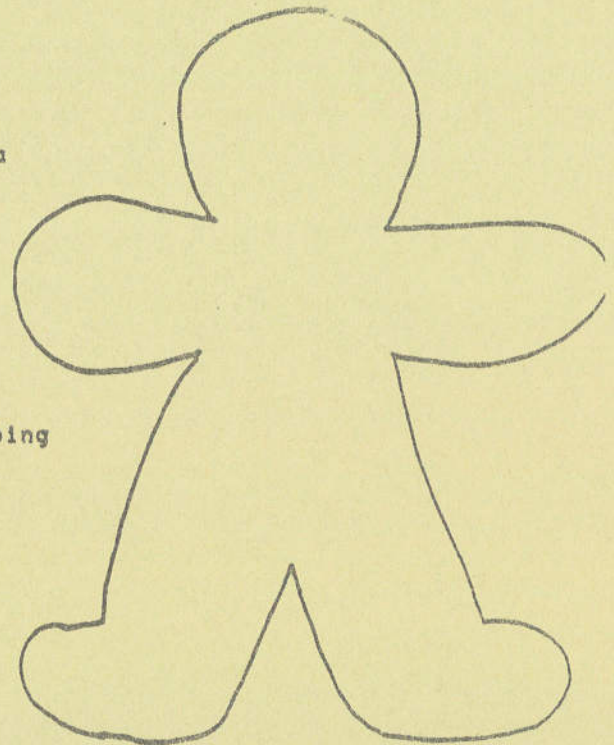
### Egg Carton Organizer

Turn a egg carton into storage bins for your "odds 'n ends"; Decorate with paint, markers, contact paper, etc. Line with felt if you like and make a jewelry box for MOM or a handy place for DAD to store various sized nails, screws, bolts, or other small items. Make one for yourself to store your hobbies in like stamps, shells, coins, etc. Use at Dad's desk to store paper clips, stamps, coins, brads, etc. Use your imagination in decorating; use pictures, shells, buttons, macaroni, etc. Make some for gifts! Make several for yourself!



Big Idea #5, gives you a chance to search out your families heritage, background and structure. It also lets one express feelings of good and bad and what makes you feel that way. Everyone needs to understand ones feelings and how they might effect others. Below are some ways that might help you with your family and group activities. This Big Idea can utilize the entire Tiger Cub Motto: SEARCH DISCOVER SHARE !

1. At a family get-together, talk to grandparents and other family members and find out about as many of your relatives as you can and then build a family tree. Make it a pick-ta-gram tree or cut a paper tree with leaves for each relative and then frame it.
2. Since America is a melting pot of different countries, find out from which country you originally came from. Learn an old folk song or story from that country and share it at a group meeting.
3. Ask each family member what their favorite food is, or TV program, or place to go and why. See what things you all have in common and then plan an activity to do together.
4. Visit a historical museum and find out about the particular area you live in and what happened there many years ago. Or go to the library and look up where you were born and find out what was happening the year you were born.
5. To try something different, at your Tiger Group Meeting, Talk about what you think you will be like or will be doing in 20, 30, or 50 years from now. Write some of these down, put in a safe place and wait and see what happens!



This is my Family!

Make a puppet for each member of your family. Color or glue on yarn hair; draw on the face and color, draw, or glue on cloths. You can also cut cloths out of pictures from magazines. Glue the puppet on popsicle sticks. Stick the puppets into a sheet of styrofoam or decorate a shoe box and stand them up in the lid. You could decorate the shoe box to look like your house or car.

This is my Family!



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# TAKE A HIKE . . . . .

## A HIKE WITH A PURPOSE!!!

### 1. STOP, LOOK, AND LISTEN HIKE:

Hike Five minutes (or a certain number of steps or blocks). Stop and write down all that you see and hear from where you stopped. (This is great to do downtown after a bus ride.)

### 2. PENNY HIKE:

Take a hike, flip a coin to see which direction you will go, heads - go right / tails - go left. Flip at each intersection to see which way to continue. Don't forget to take along some Hikers' Bird Seed. See Big idea #9.

### 3. HISTORICAL HIKE:

Hike to a historical landmark in your area, or drive to one and then continue with a hike. Talk about the history of the spot before going and make a list of things the boys will be looking for. Take along a snack or maybe even a lunch to share!

### 4. Government Hike:

Visit the Court house, jail, or other government buildings to see how and why they work.

### 5. Homes Hike:

Look for spider webs, nests, holes, which are nature homes.

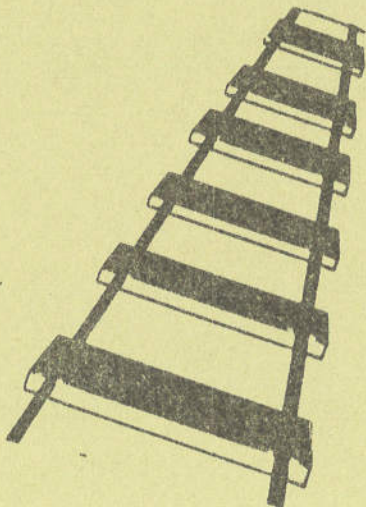
### 6. Sniff Hike:

Mark a trail by rubbing a cut onion on trees in advance. The boys try to follow the trail by sniffing the trees.

### 7. String Hike:

Follow a string, laid out in advance. Have nature objects along the way to identify.

### 8. Why not take a Train or Bus ride?



Remember: **HELPING OTHERS CAN MAKE ALL OF US FEEL BETTER.**

**FEED THE BIRDS!!!**

**DO SOMETHING NICE FOR YOUR NEIGHBOR.**

**ADOPT A "GRANDPARENT"**



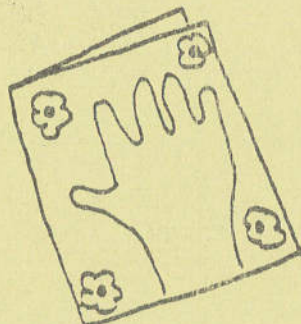
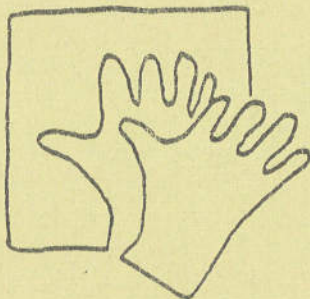
**Why not rake leaves for an elderly neighbor or your sponsoring institution?**

Make a Helping Hand Card for a family member!

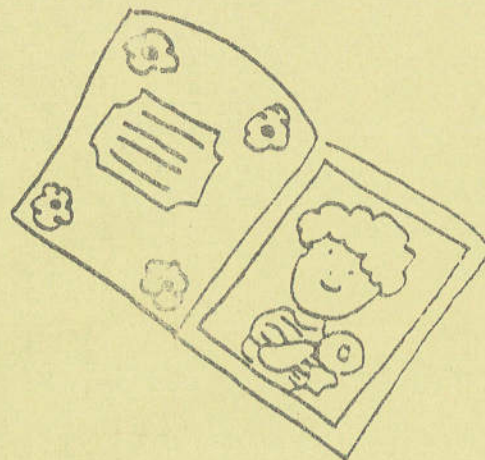
Draw around your hand. Cut the shape out. Fold a sheet of art paper or construction paper in half to make a card.

Draw the picture of your hand on the front or glue the shape you cut out on the front of the card. Decorate the card front and back any way you like.

Inside list the ways you will help. You can also make pictures to show the ways you will help. Or even cut pictures out of a magazine.

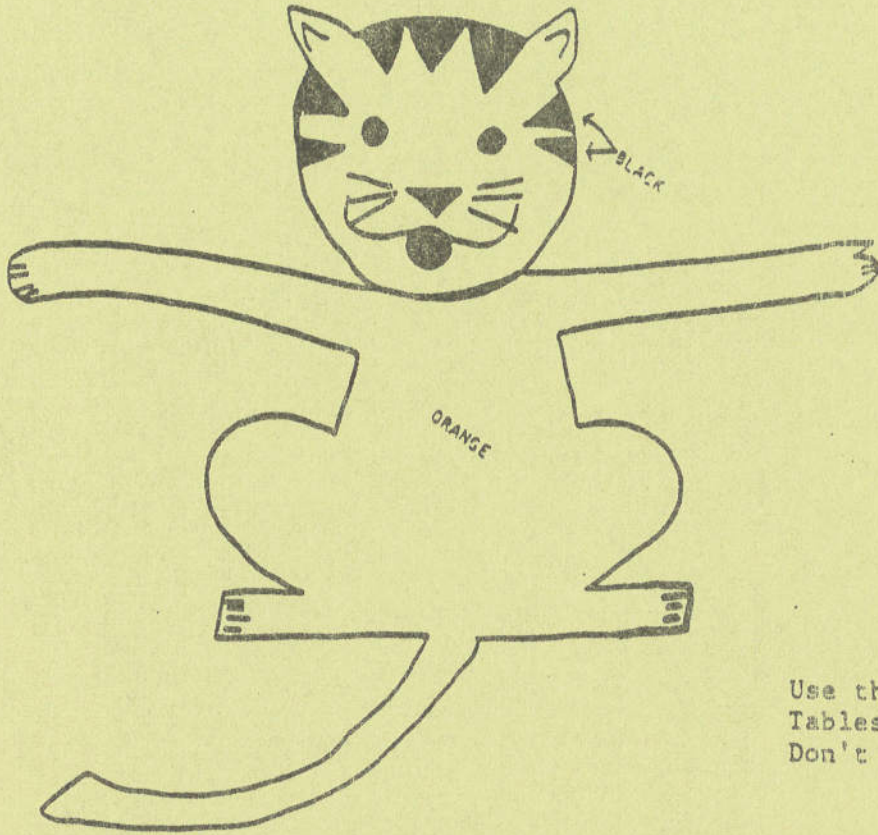


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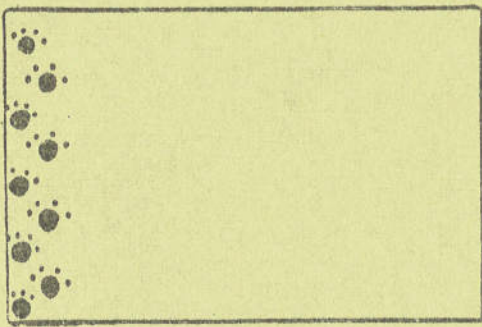


Make Tiger Cub Graduation into the Pack a Special Event!

Why not make each Tiger Cub a Tiger Slide and present it to them as part of your graduation ceremony! Use the pattern below:



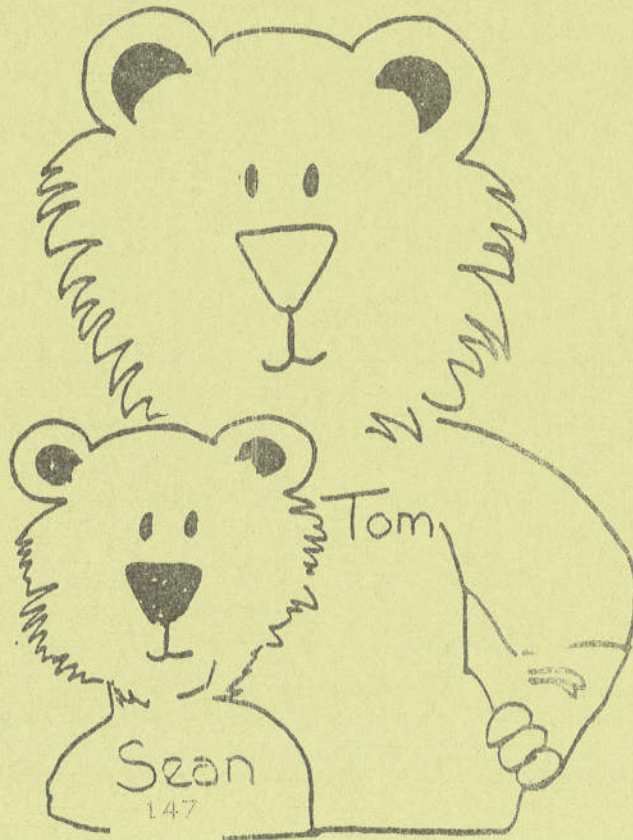
Use these ideas to decorate the Tiger Cub Tables at the Pack Blue and Gold Banquet. Don't forget the Tigers!



Placemat



Nut cup  
Place card



Name  
Tag

### GETTING TO KNOW YOU

1. What is your Tiger Cubs' / Adult Partners' favorite color?
2. What is your Tiger Cubs' / Adult Partners' favorite T. V. show?
3. What is your Tiger Cubs' / Adult Partners' favorite snack food?
4. What is your Tiger Cubs' / Adult Partners' favorite sport?
5. What is your Tiger Cubs' / Adult Partners' favorite thing to do on a rainy day?
6. What is your Tiger Cubs' / Adult Partners' least favorite chore around the house?
7. I like my Tiger Cub Adult Partner because \_\_\_\_\_

NOW TIGER.....

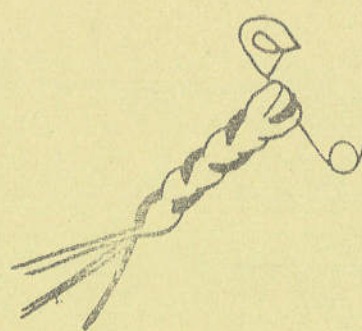
Share YOUR favorites.. Draw pictures or take snap shots of your Partner/family doing your favorite activities. Take these to your next Group Meeting and share with the other Tiger Teams!

### Make a TIGER TAIL!

Cut a 12 inch piece of orange yarn and a 12 inch piece of black yarn. Fold them in half; slip knot onto a pin. Braid the black yarn with the orange using the orange double the black single. Braid to the bottom and tie off. Wear on your Tiger Shirt.

### POMPOM TIGERS

Craft Glue  
1 1" Orange Pompon  
5 1/4" Orange Pompos  
1 3mm Black Pompon  
2 7mm Wiggly Eyes  
Black Felt-type Pen



With craft glue, attach 2 1/4" pompoms for ears. Glue 1 1/4" pompoms together on front to form snout. Glue one 3mm pompon on top of snout for nose. Glue wiggly eyes in place. With pen draw your tiger stripes. Now your tiger is ready to be attached to the item you are going to use it on (slide, pin, napkin ring, place card, etc.)

SELFISHNESS YOU HAVE? AND YOUR BAD TEMPER? YOU REALLY HAVE A PROBLEM THERE, YOU KNOW. AND THERE'S THE WAY YOU SPEND YOUR MONEY, ALL ON YOURSELF.

STOP PICKING ON ME! I'M JUST AS GOOD AS SOME OF THE REST OF THE PHONIES AT CHURCH!

EXCUSE ME. I THOUGHT YOU WERE PRAYING FOR MY WILL TO BE DONE. I WANT THAT IS TO HAPPEN. IT WILL HAVE TO START WITH THE ONES THAT ARE PRAYING FOR IT. LIKE YOU, FOR EXAMPLE.

OH, ALL RIGHT. I GUESS I DO HAVE SOME HANG-UPS. NOW THAT YOU MENTION IT. I COULD PROBABLY NAME SOME OTHERS.

SO COULD I.

I HAVEN'T THOUGHT ABOUT IT VERY MUCH UNTIL NOW, BUT I REALLY WOULD LIKE TO CUT OUT SOME OF THOSE THINGS. I WOULD LIKE TO, YOU KNOW, BE REALLY FREE OF THOSE FAULTS.

GOOD, NOW WE ARE GETTING SOMEWHERE. WE'LL WORK TOGETHER. YOU AND I. SOME VICTORIES CAN BE TRULY WON. I'M PROUD OF YOU.

LOOK, LORD, I NEED TO FINISH; THIS IS TAKING A LOT LONGER THAN IT USUALLY DOES. "GIVE US THIS DAY, OUR DAILY BREAD.

YOU NEED TO BUT OUT THE BREAD. YOU'RE OVERWEIGHT AS IT IS.

HEY, WAIT A MINUTE! WHAT IS THIS, CRITICIZE ME DAY? HERE I WAS DOING MY RELIGIOUS DUTY AND ALL OF A SUDDEN YOU BREAK IN AND REMIND ME OF ALL MY HANG-UPS.

PAYING IS A DANGEROUS THING. YOU COULD WIND UP CHANGED, YOU KNOW. THAT'S WHAT I AM TRYING TO GET ACROSS TO YOU. YOU CALLED ME, AND HERE I AM. IT'S TOO LATE TO STOP NOW. KEEP ON PRAYING. I'M INTERESTED IN THE NEXT PART OF YOUR PRAYER.

I'M SACRED TOO.

SCARED OF WHAT

I KNOW WHAT YOU'LL SAY.

TRY ME AND SEE.





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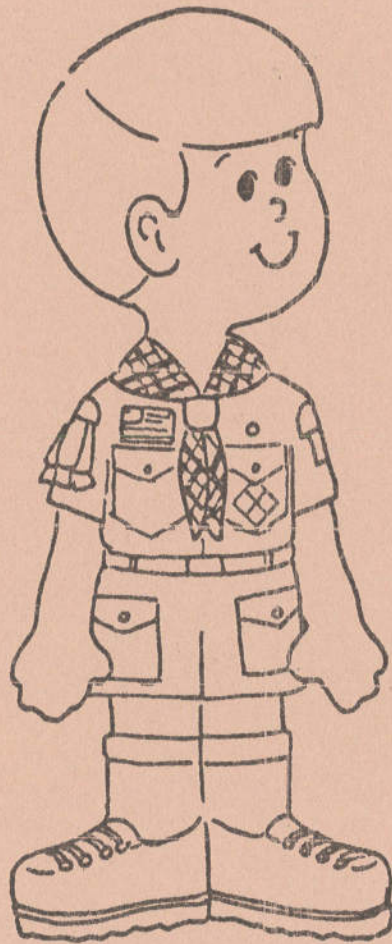
SCARED OF WHAT

I KNOW WHAT YOU'LL SAY.

TRY ME AND SEE.



# Pack



# Administration

Anybody can grab a tiger

by the tail.

You only survive by

knowing what to do next.

# Pack Administration

## Introduction

Administration of the pack is done in part by all members of the pack committee, parents, and other helpful adults. Effective administration involves commitment, communication, training, and the willingness to work together toward a common goal. That goal should be to have a successful, smoothly-run program that is fun for the boys and the adults.

This chapter is intended to give you help and insights into topics found in the "Cub Scout Leader Book" and the basic training course. We have sometimes taken a light and humorous approach to these subjects. Please share this information with others in your pack.

Leaders who have not attended Fast Start training or the basic training course should get a copy of the "Cub Scout Leader Book" and begin reading as soon as possible. Borrow one if necessary. It is a good idea to have a copy of this book in the pack library for leaders to share. Contact your district training chairman for information about training courses.

We hope that we help you have a FUN pack!

Pam Moore  
Nancy Schuchard  
Mauhahteese District



DID YOU KNOW . . . ?

- . . . that you are part of a worldwide organization with members in 150 countries and territories of the free world?
- . . . that you are part of the largest boys' organization in the world--the Boy Scouts of America?
- . . . that there are nearly 1-1/2 million Cub Scouts in the United States?
- . . . that there are more than 50,000 Cub Scout packs in the United States?

COUNCIL

We belong to Blackhawk Area Council, which is part of East Central Region.

There are 150 packs and 7,600\* Cub Scouts in our council.

There are 7 districts in our council.

DISTRICT

We belong to \_\_\_\_\_ District.

There are \_\_\_\_\_ packs and \_\_\_\_\_ Cub Scouts in our district.

Our district chairman is \_\_\_\_\_.

Our district Scout executive is \_\_\_\_\_.

Our district roundtable meets at \_\_\_\_\_ on \_\_\_\_\_.

PACK

We belong to Pack \_\_\_\_\_ which is chartered to \_\_\_\_\_.

Our Scouting coordinator is \_\_\_\_\_ Phone \_\_\_\_\_

Our unit commissioner is \_\_\_\_\_ Phone \_\_\_\_\_

Our pack committee chairman is \_\_\_\_\_ Phone \_\_\_\_\_

Our Cubmaster is \_\_\_\_\_ Phone \_\_\_\_\_

Our den leader coach is \_\_\_\_\_ Phone \_\_\_\_\_

\*year-end membership; includes Tiger Cubs.

## There are No Small Jobs

We have all heard or read the story of the wise philosopher in ancient Greece who visited the site where a great new temple was under construction. After watching the throng of workers performing their strenuous labors, the philosopher began to ask various men what they were doing.

"I'm driving these oxen," one replied. "I'm carving this stone," said another. "I'm moving this column," the third man answered. Eventually the philosopher questioned an old man carrying heavy bags of sand to the place where mortar was being mixed. "What are you doing?" asked the philosopher. The old man straightened under his heavy load and smiled proudly. "Friend," said the old man, "I am building a temple." The philosopher had finally met a man who understood the dignity and significance of his work. In today's diverse and highly specialized world, it is so easy to lose your perspective.

The work you do (no matter what it is) is important. The product is important. Whether you work as a salesman, a farmer, a teacher, build a house, or manage a big corporation, you are building a product. Of the four men, three had a job. The the fourth had a goal--to build a temple.

As a parent, you are building a product and also a temple. In Scouting you are helping to build a product and also a temple. A temple that in just a few short years, when completed, will be a shining example of your handiwork.

Remember that there are no small jobs in Scouting. Each in itself is vital and necessary to the successful accomplishment of a common goal. Remember also that if your job were not important, it would not even exist.

From 1978 Mauhnahteese-Winnebago Districts Pow Wow Book.

## What are Parents?

Well past the innocence of babyhood, the delights of childhood, the trials of the teens, and the solemnity of marriage, we find a species known as parents. Parents come in assorted sizes, weights, and colors.

All parents have one object in mind--to tackle the task of rearing children so that they will turn out as perfect as possible--that is, carbon copies of the parents. From the moment a child is born to them, they go about their job doggedly. Each parent knows secretly that his child will one day do great things.

Parents must learn to slide on a roller skate left on the steps, trip over a toy car that was left in the driveway, step on miniature blocks in the middle of the night, and show no homicidal intent.

Parents are strange creatures who can hardly wait for the time when they can get away from their children for a few days, yet call them the minute they are three miles out of town to tell them how much they miss them. They are frantic for school to begin in the fall, but are always waiting thirty minutes ahead of the school bus to bring their children home. During the day they can't understand how they raised such "little stinkers", but at night when the kids are asleep they marvel at their fabulous luck in having such "little angels".

Parents are real experts in the art of excuses. For example, they are too busy right now. They will do something else instead of. They work. They have children. They don't drive. Their car has a flat tire. The guy next door won't. They've never done that sort of thing. Their parents didn't do it. Or their spouse won't let them.

Parents are magical creatures. They can have the most beautiful house on the block, drive the newest car manufactured, or have the best job at the office. But when you want to see pride at its fullest, watch their eyes when they say, "that's my boy!"

Adapted from "What are Parents?", 1989 Middle Tennessee Council Pow Wow Book.

## Ma- and Pa-rticipation

There is no magic formula that is guaranteed to work in each and every case that would enable a unit leader to recruit all the parental help that is needed. However, leaders should remember these things:

1. Most people will not volunteer to help.
2. Most people will help if the job you have in mind matches their interests and their abilities.
3. The best time to recruit parents is at the time their son first joins.
4. Before you begin to recruit, determine what type of help you are looking for.
5. Be specific in what the job entails and be sure to supply any training information that a new parent would need to know if he accepted the assignment.
6. Do not undersell the job in terms of time and effort.

## Membership Isn't Numbers

MEMBERSHIP IS.....the addition of new families.....thus providing leadership potential from new parents.

MEMBERSHIP IS.....registering the boy properly and promptly so that he can get what he has been promised without delay.

MEMBERSHIP IS.....giving each boy an opportunity to invite his friend.....so that dens may be made up of friends.

MEMBERSHIP IS.....a boy joining and having the time of his life.....doing useful things.....competing with others.....liking his leaders (who care enough to give of themselves).

MEMBERSHIP IS.....a river to cross.....a mountain to climb.....sunrises, sunsets, fellowship.....a task to perform and a friend to help.

MEMBERSHIP IS.....a boy.....and leaders who care.....together in Scouting.

From the 1978 Mauhnahteese-Winnebago Districts Pow Wow Book.

## The Cub Scout Garden

First, plant five rows of PEAS:

1. Preparedness
2. Promptness
3. Perserverance
4. Politeness
5. Praise

Then, plant five rows of LETTUCE:

1. Let us be faithful.
2. Let us be unselfish.
3. Let us be loyal.
4. Let us be truthful.
5. Let us help one another.

Next, plant three rows of SQUASH:

1. Squash impatience.
2. Squash criticism.
3. Squash indifference.

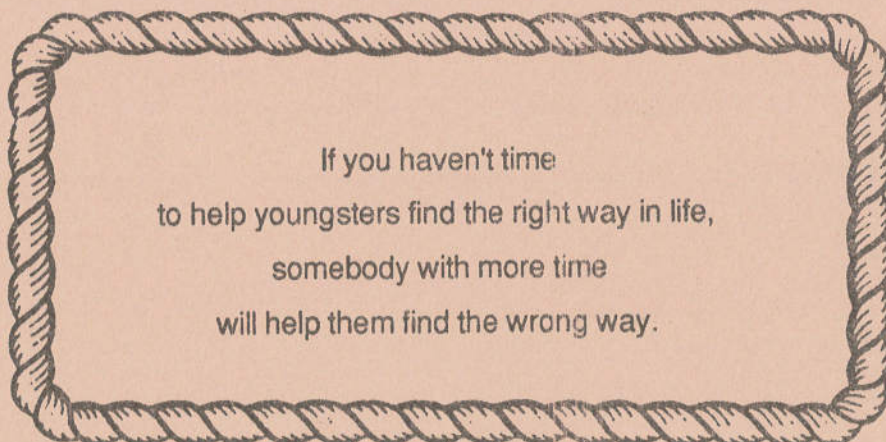
No garden is complete without TURNIPS:

1. Turn up for pack meetings.
2. Turn up with new ideas.
3. Turn up with determination.

But without many hours of work and care, no garden can grow, so.....

1. Don't wait to be asked. **VOLUNTEER!**
2. Don't say, "I can't." **DO IT!**
3. Don't wait for someone else. **BE FIRST!**

Author: unknown. Submitted to this pow wow book by Pam Moore, Mauhahteese District.



## Tater Talk

Could this problem fit your pack committee?  
Listen in on this pack committee meeting...

COMMITTEE CHAIRMAN: "Every year hundreds of boys drop out of Scouting. The thousands who stay find something vital and challenging and infinitely rewarding. Those who drop out miss all this. Our job is to determine what can be done about it. Have you any suggestions?"

DIC-TATER: "Yes, I certainly do. Just don't let them drop out. After all, they don't know what's best. As long as we are bigger and stronger than they are, we can simply forbid them to drop out. A firm hand is what it takes to solve this problem."

SPEC-TATER: "Mr. Chairman, maybe we are trying to participate too much. Scouting is a boy organization. Let's just leave it up to the boys and let them work out whatever solution they seem to think best. We can sit back and watch and let them know we are behind them 100%."

AGI-TATER: "No, no! We got to get in there and fight! We gotta be on our toes, with our shoulder to the wheel and our nose to the grindstone. We'll put on an advertising campaign that won't stop. We'll have a big fundraising rally and a membership rally and a big bonfire and really stir things up!"

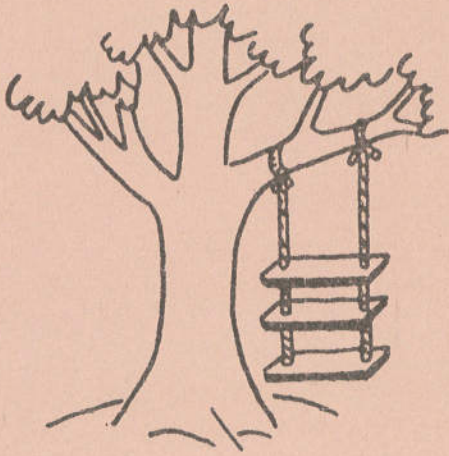
HESI-TATER: "Oh, now, I don't know. Maybe we ought to wait till after the summer slump and the fall rush. Sometimes it's wise to use a little caution."

COMMEN-TATER: "In any case, Mr. Chairman, once we decide what should be done, I think we should write a full report about it and submit it to the regional and national organizations. It's well to keep them in touch as to what goes on here in Podunk."

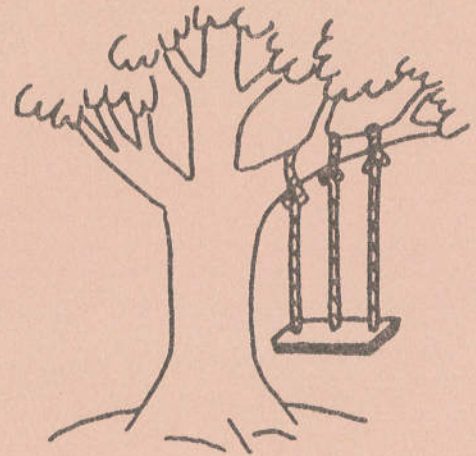
DEMON-STRATER: "Mr. Chairman, the best way to keep boys in Scouting is to show them what Scouting is and what it does. When we show them what it's really like, the boys will want to go on in Scouting and our drop-out problem will cease."

From 1978 Mauhahteese-Winnebago Districts Pow Wow Book.

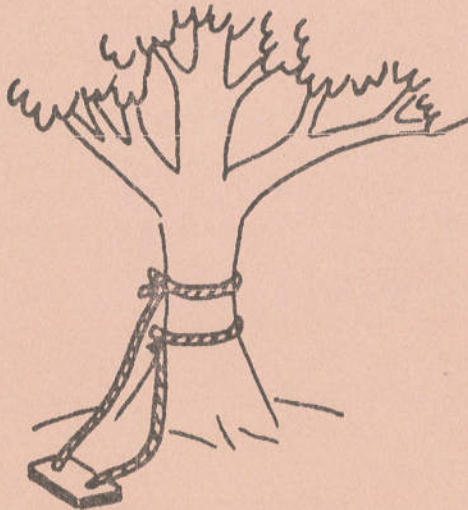
HOW WELL DOES YOUR PACK COMMUNICATE?



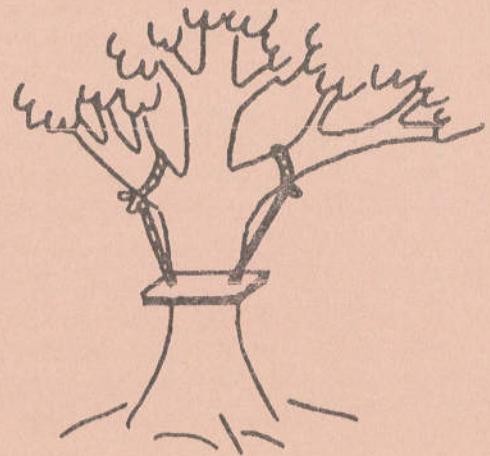
1. How the Committee Discussed It



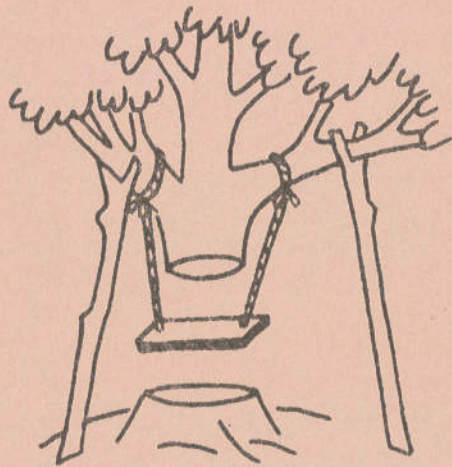
2. How the Cubmaster Designed It



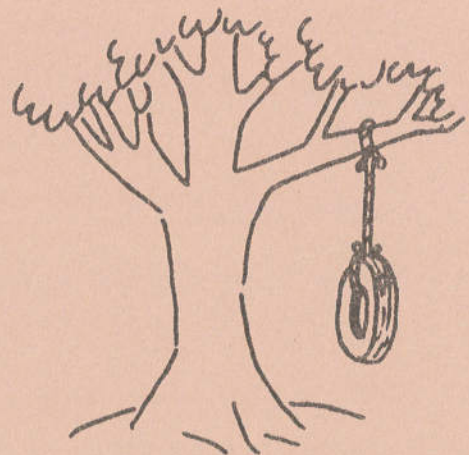
3. How the Den Leader Coach Presented It



4. How the Den Leader Planned It



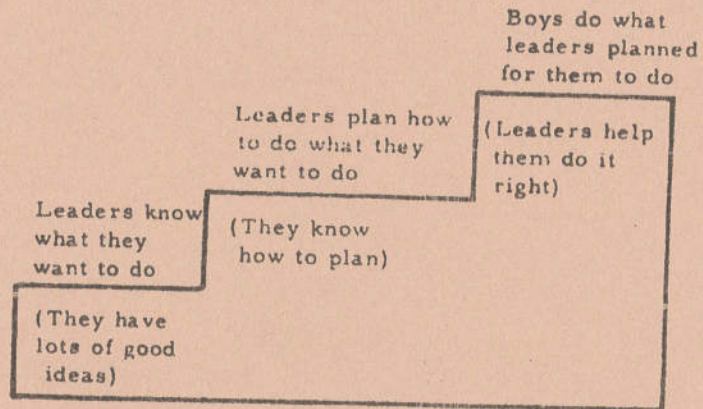
5. How the Den Chief Built It



6. What the Cub Scouts Really Wanted

# A LEADER'S PRIMER OF PLANNING

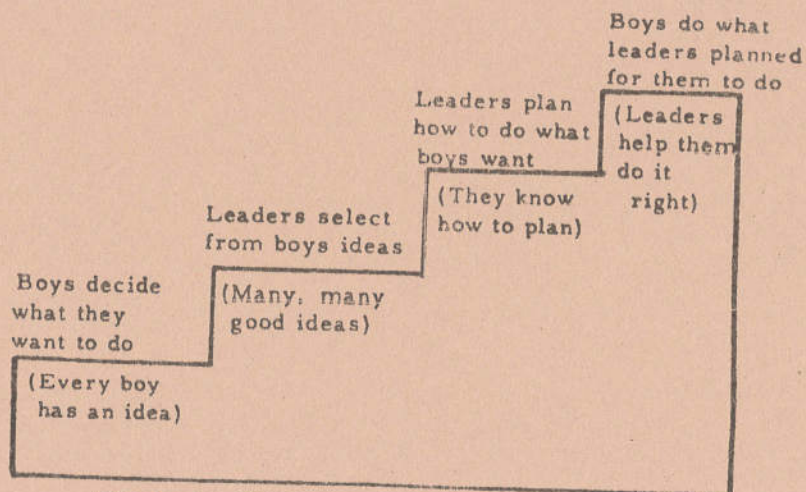
LOOK!  
LOOK!  
LOOK!



**A a**

This is the "A" point of view.  
It looks nice on paper.  
Nice, nice, nice.  
It usually doesn't work.

SEE!  
SEE!  
SEE!



**B b**

This is the "B" point of view.  
It looks nice on paper.  
It has more steps than "A" point of view.  
Steps, steps, steps.  
It has more big words, too. (Say: SEE-LECT, DEE-SIDE)  
It usually doesn't work either.  
The steps are too big.

...continued on next page



CRY!  
CRY!  
CRY!



Cc

Some leaders let the boys do what they want to do.  
The results usually speak for themselves.  
Later they are sorry.  
Sorry, sorry, sorry...

SAD!  
SAD!  
SAD!



Some leaders do not plan at all.  
This is a mistake.  
Later they are sad.  
Sad, sad, sad.

A  
B  
C  
D  
E  
F  
G  
H  
I  
J

VOCABULARY:  
Catastrophe  
Calamity  
Confusion

TRY!  
TRY!  
TRY!

Remove all  
stumbling blocks



EZ

Look-out Points  
Resources

Success markers  
Variety, Action,  
Purpose  
Fun

Small steps  
Easy  
Easy  
Easy

Foundation of  
trust. Consider  
individual needs and interests

Hand rails to the top  
Good planning skills

Reach goals

FUN!  
FUN!  
FUN!

Escape devices for change  
in plans, weather

## This is the Pack that Sam Built

This is the boy  
Who wanted to join the pack that Sam built.

This is the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

This is the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

This is the Den Leader Coach  
That talked to the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built

This is the Committee Chairman  
Who assisted the Den Leader Coach  
That talked to the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

This is the Assistant Cubmaster  
Who advised the Committee Chairman  
Who assisted the Den Leader Coach  
That talked to the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

.....continued on next page

"This is the Pack that Sam Built", continued.....

This is the Cubmaster  
That helped the Assistant Cubmaster  
Who advised the Committee Chairman  
Who assisted the Den Leader Coach  
That talked to the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

This is the District Commissioner  
Who provided information to the Cubmaster  
That helped the Assistant Cubmaster  
Who advised the Committee Chairman  
Who assisted the Den Leader Coach  
That talked to the Den Leader  
Who explained to the Cub Scout  
Who talked to the boy  
Who wanted to join the pack that Sam built.

Submitted to this pow wow book by Nancy Schuchard, Maunnahtøesee District.



## I am a Den Leader

I am a den leader.

I own a hot glue gun, a ring toss game, an American flag, and a 12-passenger van.

I know all about tour permits, permission slips, and registration forms.

I save bits of string, scraps of lumber, old tin cans, and a whole garage full of newspapers.

I am a den leader.

I get excited over paper sack kites that really fly, boys who remember to bring their books, and first aid kits that finally sell.

I laugh at "Boy's Life" jokes, cheer for my den kickball teams, sing Frankenstein songs at pack meetings, and once wept with a cub who just found out his parents were getting a divorce.

I am a den leader.

I have bribed new cubs through the Bobcat trail, herded unruly boys along library tours, puffed my way up steep mountain tracks, and panicked when I looked down the other side. I have threatened to quit more than once.

But I am a den leader.

My patch says I am "trained", but I still have a lot to learn from district and council leaders, cubmasters, and den leaders and especially my boys. And I still have one more lesson to teach: I will not give up, especially on any of my boys.

So I am still a den leader.

I like to think there is a special place in heaven reserved for den leaders. Surely they would have a need for bird feeders and barometers and someone who could love a dirty faced Cub Scout.

I hope when I die there's a hot glue gun plugged in and waiting.

For I am a den leader.

Written by Julie H. Erickson, Pack 64, Weber View District, Lake Bonneville Council, Ogden, Utah.  
Submitted to this pow wow book by Nancy Schuchard, Mauhahteese District.

## Halley's Comet

This is found in the current Cub Scout leader basic training manual and, although it is presented in the basic training course, it is not usually handed out to participants.

We would like your pack to be as successful as possible. Please share this communication exercise with the other adults in your pack. Think about doing "Halley's Comet" at a pack committee meeting.

Select five people to read the parts (suggestion: ask for volunteers to read in front of the group). Give them identification signs to wear around their necks. Ask them to address their remarks to the proper person.

**Pack Activities Chairman to Cubmaster:** Tomorrow evening at approximately 8 p.m., Halley's Comet will be visible in this area, an event which occurs only once every 75 years. Ask the pack to assemble out on the ball field in uniform, and I will explain this rare phenomenon to them. In case of rain, we will not be able to see everything, so assemble the pack in the assembly hall and I will show films of it.

**Cubmaster to Den Leader Coach:** By direction of the pack activities chairman, tomorrow at 8 p.m. Halley's Comet will appear above the ball field. If it rains, assemble the pack in uniform, then march them to the assembly hall where the phenomenon will take place, something that occurs only once every 75 years.

**Den Leader Coach to Den Leader:** By direction of the pack activities chairman in uniform at 8 p.m. tomorrow evening, the phenomenal Halley's Comet will appear in the ball field. In case of rain at the assembly hall, the Cubmaster will give another direction, something which occurs once every 75 years.

**Den Leader to Den Chief:** Tomorrow at 8 p.m., the pack activities chairman will appear in the assembly hall with Halley's Comet, something which happens every 75 years. If it rains, the Cubmaster will direct the comet to the ball field.

**Den Chief to Den:** When it rains tomorrow at 8 p.m., the phenomenal 75-year-old pack activities chairman, accompanied by the Cubmaster, will drive his Comet through the assembly hall in uniform.

## Adult Recognition Ceremony

Personnel: Committee Chairman.

Tonight we would like to recognize some adults who have given of their time, talents, and efforts so that our boys' program could be stronger.

[Call up those to be awarded and give certificates or other award. Ask them to line up on the stage or in front of the room and remain standing there until the following poem is read.]

I would like to read a poem which tells of their service to scouting.

### THE SCOUTER

He hasn't much in worldly goods  
Yet he's richer than you know,  
For he's chosed to be a scouter  
And his spirits are all aglow.

He's just a scouter, nothing more,  
But he molds the lives of boys.  
He teaches them how to do their best  
And shares their many joys.

They work on badges, go on hikes,  
Share campfires in the night;  
They practice skills and follow laws  
And learn to do things right.

He watches them grow from boys to men  
And it makes it all worth while,  
When they turn to him and say, "gee, thanks"  
And their face wears a golden smile.

Let's all show our appreciation for their helping Pack \_\_\_\_\_ go! [Applause.]

The above poem was written by Bill Chiappi. This ceremony is adapted from one found in a Middle Tennessee Council pow wow book.

#### HELPFUL HINTS:

This ceremony could be used to recognize parents, leaders, and committee members for completing the basic training course, attending supplemental training courses, or earning training awards.

## Within my Power

I am not a very important man, as importance is commonly related. I do not have great wealth, control a big business, or occupy a position of great honor or authority.

Yet, I may someday mold destiny. For it is within my power to become the most important man in the world in the life of a boy. And every boy is a potential atom bomb in human history.

A humble citizen like myself might have been the Scoutmaster of a troop in which an undersized, unhappy Austrian lad by the name of Adolph might have found joyous boyhood, full of the ideals of brotherhood, goodwill, and kindness. And the world would have been different.

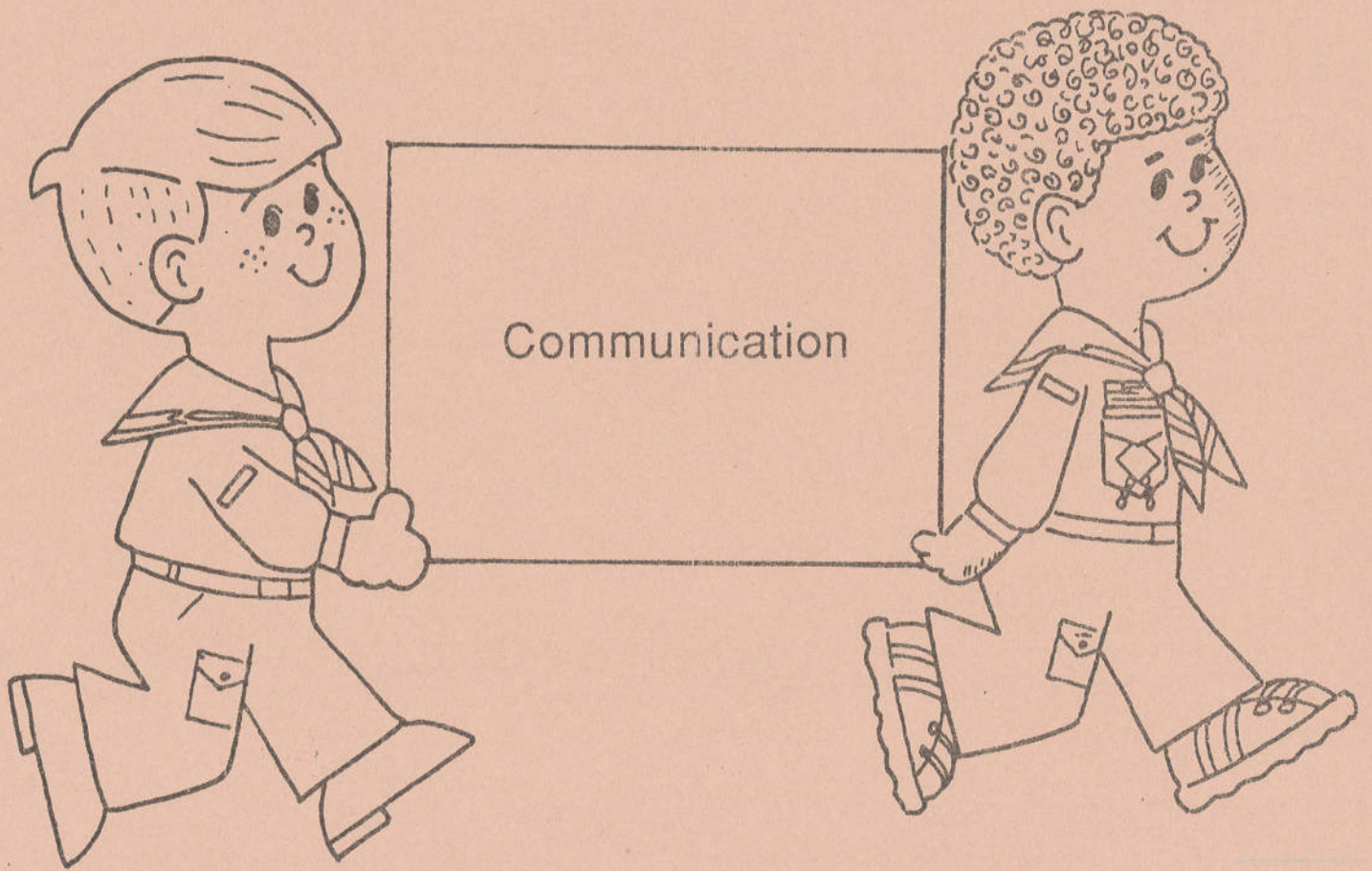
A humble citizen like myself might have been the organizer of a Scout troop in which a Russian boy called Joe might have learned the lessons of democratic cooperation.

These men would never have known that they had averted world tragedy, yet actually they would have been among the most important men who ever lived.

All about me are boys. They are the makers of history, the builders of tomorrow. If I can have some part in guiding them up the trail of Scouting, on to the highroad of noble character and constructive citizenship, I may prove to be the most important man in their lives, the most important man in my community.

**A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different because I was important in the life of a boy.**

Author: Forest Witcraft, who was a long-time Scouter and served as managing editor of "Scouting Magazine". This was found in the 1989 Middle Tennessee Council Pow Wow Book.



Communication



It takes courage to stand up

and speak, it takes

more courage to

sit down and listen.

## P A C K   C O M M U N I C A T I O N

SUBMITTED BY

FRED SAUER AND RUSS MOSER

MAUHNAHTEESEEE DISTRICT

ONE OF THE BASIC FUNDAMENTALS TO A SUCCESSFUL PACK PROGRAM, DEN PROGRAM, OR FOR THAT MATTER YOUR PERSONAL FUTURE IS COMMUNICATIONS. A SUCCESSFUL LEADER RECOGNIZES THAT COMMUNICATION IS A TWO-WAY STREET. LISTENING TO OTHERS WITH GENUINE INTEREST FOCUSING ALL YOUR ATTENTION ON WHAT THEY ARE SAYING IS AN ART THAT IS CONSTANTLY DEVELOPED AND PRACTICED BY A GREAT LEADER. HE OR SHE SPEAKS TO OTHERS IN TERMS THEY CAN READILY UNDERSTAND. THEIR LANGUAGE AND OVERALL ABILITY TO COMMUNICATE PROMOTES RAPID UNDERSTANDING THAT ENHANCES THEIR LEADERSHIP.

IN A CUB SCOUT PACK THERE ARE FIVE GROUPS OF PEOPLE THAT REQUIRE GOOD COMMUNICATION; THE BOYS, THE BOYS' PARENTS, PACK LEADERS, PACK COMMITTEE, AND B.S.A. COUNCIL HEADQUARTERS. GENERALLY, THE BOYS, PARENTS, AND LEADERS CAN RECEIVE THIS COMMUNICATION AT THE DEN AND PACK MEETINGS. IMPORTANT ISSUES/MATTERS SHOULD BE INCLUDED IN THE PACK NEWSLETTER OR HANDOUTS AND VERBALLY ANNOUNCED AT THE MEETING. SOMETIMES IT CAN BE FUN TO OBTAIN FEEDBACK FROM THIS GROUP BY ASKING A QUESTION LIKE "WHAT TIME ARE WE MEETING FOR THE CAMP OUTING?". THIS REQUIRES ALL TO SHOUT IT BACK.

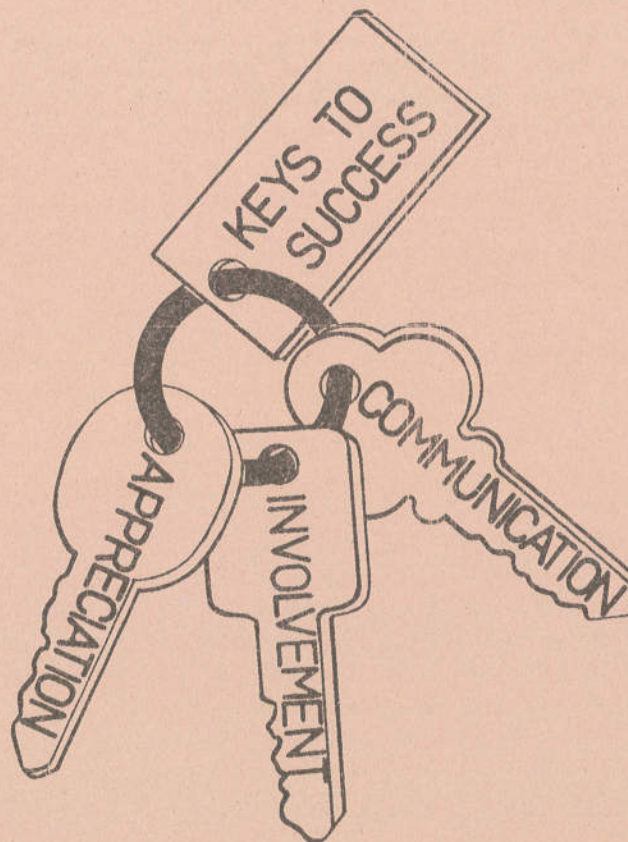
ANOTHER IDEA FOR COMMUNICATING YOUR GREAT PROGRAM IS TO HAVE AN ANNUAL CALENDAR OF EVENTS PUBLISHED. THIS CALENDAR CAN BE DONE FOR THE PACK AND THE DENS AS WELL. BE SURE EVERYONE GETS A COPY.

THE PACK COMMITTEE AND LEADERS CAN RECEIVE VERBAL AND WRITTEN COMMUNICATION AT THE PACK COMMITTEE MEETING. MAIL OR DROP OFF WRITTEN ITEMS FOR MEMBERS WHO COULD NOT ATTEND. A GOOD WAY TO INSURE EVERYONE UNDERSTANDS AND DOES NOT FORGET IS TO WRITE IMPORTANT FACTS DOWN. A GOOD EXAMPLE IS TO HAVE WRITTEN PACK COMMITTEE MINUTES, TREASURER REPORTS, BOYS ADVANCEMENT FORMS AND RECORDS, ETC.... BE SURE SOMEONE FROM THE PACK ATTENDS THE MONTHLY ROUNDTABLE MEETINGS. THIS PERSON CAN BRING BACK HANDOUTS AND TAKE NOTES FROM ROUNDTABLE TO BE DELIVERED TO THE PACK COMMITTEE AND LEADERS. ALSO, THIS TIME AT ROUNDTABLE ALLOWS THE PACK TIME TO HAVE QUESTIONS/CONCERNS ANSWERED ABOUT PROBLEMS IN THE PACK AND/OR OBTAIN CLAIRFICATION ON B.S.A. PROGRAMS. ONE LAST THING, A CALLING TREE IS A FAST EASY WAY TO GET YOUR MESSAGES OUT TO THE LEADERS OR BOYS.

COUNCIL HEADQUARTERS PROVIDES ITEMS FOR THE PACK IN THE FORM OF

TRAINING, ROUNDTABLES, MAGAZINES, NEWSLETTERS, AND POW WOW'S. DO NOT FORGET THE PACK NEEDS TO COMMUNICATE TO HEADQUARTERS AS WELL. SEVERAL WAYS THAT THIS IS SIMPLY ACCOMPLISHED IS BY SUBMITTING BOY'S ADVANCEMENT FORMS, APPLYING FOR QUALITY UNIT FORMS, SUBMITTING ANNUAL RECHARTER INFORMATION AND OF COURSE VIA THE TELEPHONE.

IN THE ART OF COMMUNICATING SOME SIMPLE RULES TO FOLLOW ARE: NEVER ASSUME ANYTHING, BREAK DOWN WHAT YOU'RE TRYING TO COMMUNICATE, MAKE IT SIMPLE, DIRECT, AND TO THE POINT. THIS INCLUDES USING LANGUAGE LEVELS THAT FIT THE LEVEL OF YOUR AUDIENCE. AND LASTLY, ALLOW TIME FOR QUESTIONS MAKING SURE TO LISTEN TO THE QUESTION BEFORE ANSWERING. ON IMPORTANT ISSUES USE TWO OR MORE OF THE HUMAN SENSES: AN EXAMPLE OF THIS IS TO PUT IT IN THE NEWSLETTER (SEEING) AND ANNOUNCE IT TO EVERYONE AT THE MEETING (HEARING). ONE MORE THING - DONOT BE SURPRISED IF SOMEONE IN THE GROUP STILL DID NOT RECEIVE OR UNDERSTAND YOUR MESSAGE. REMEMBER, COMMUNICATION IS A TWO WAY STREET.



## LISTENING, THE FORGOTTEN SIDE OF COMMUNICATIONS

IN ORDER TO ENHANCE YOUR COMMUNICATION SKILLS YOU MUST:

1. WANT TO LISTEN  
TAKE PAIN'S TO UNDERSTAND THE OTHER PERSON'S MESSAGE OR IDEA.  
DON'T JUST THINK ABOUT WHAT YOU'RE GOING TO SAY IN REPLY.
2. MAKE A SPEAKER FEEL IMPORTANT  
BE ALERT AND GIVE THE SPEAKER YOUR ATTENTION AND RECOGNITION.  
SHOW GENUINE INTEREST AND ENTHUSIASM IN WHAT THE SPEAKER IS SAYING.
3. ASK QUESTIONS  
IF YOU DON'T UNDERSTAND THE MEANING OF THE SPEAKER'S WORDS,  
ASK QUESTIONS TO CLARIFY THE MEANING.
4. BUILD A POSITIVE ATMOSPHERE  
SHOW A GENUINE INTEREST IN WHAT IS BEING SAID BY REMOVING ALL  
DISTRACTIONS - PUT ASIDE ALL PAPERS, PENCILS OR OTHER MATERIALS  
THAT WILL TAKE YOUR ATTENTION AWAY FROM THE SPEAKER.
5. BE SENSITIVE TO IDEAS  
TRY SINCERELY TO GET THE SPEAKER'S INTERPRETATIONS OR IDEAS -  
DON'T MIX IN YOUR OWN INTERPRETATIONS.
6. LISTEN FREELY  
GIVE THE SPEAKER THE AMOUNT OF TIME THEY NEED, PUT THEM AT EASE,  
AND RELAX SO THAT ALL TENSION IS AVOIDED. MAKE SURE THAT  
NON-VERBALLY YOU PROJECT THAT YOU ARE INTERESTED IN THE ONE  
TALKING. OBSERVE SPEAKER'S TONE, GESTURES, POSTURE AND FACIAL  
EXPRESSIONS.
7. AVOID HASTY JUDGEMENTS  
MAKE SURE YOU HAVE HEARD ALL THE POINTS BEFORE YOU MAKE A  
JUDGEMENT ABOUT WHAT IS SAID.
8. PROVIDE FEEDBACK  
IF YOU DON'T UNDERSTAND WHAT IS SAID, REPEAT THE MESSAGE BACK TO  
THE SPEAKER IN YOUR OWN WORDS UNTIL THE SPEAKER IS SATISFIED.
9. LISTEN WITH EMPATHY  
PERCEIVE THE THOUGHTS AND FEELINGS BEHIND THE SPOKEN MESSAGE.  
AVOID MAKING ASSUMPTIONS.
10. PHYSICALLY LISTEN  
SIT FACING THE SPEAKER AND CONCENTRATE ON HIS FACE, EYES, MOUTH  
AND HANDS. TRY TO EXCLUDE DISTRACTING NOISES OR INTERPRETATIONS.
11. ELIMINATE BIAS  
AVOID MAKING JUDGEMENTS ABOUT SPEAKER'S CLOTHES, APPEARANCE,  
PITCH OF VOICE, ETC.. THIS WILL DISTRACT YOUR ABILITY TO LISTEN  
AND DISTORT YOUR PERCEPTION OF THE MESSAGE.
12. SHARE RESPONSIBILITY  
WE HAVE A TENDENCY TO LISTEN FOR THE PART OF THE MESSAGE THAT  
SUPPORTS OUR POINT OF VIEW. LISTEN FOR ALL THE FACTS BEFORE  
DRAWING A CONCLUSION.

## SOME IRRITATING LISTENING HABITS

HOW MANY OF THESE DO YOU RECOGNIZE IN YOURSELF?

1. HE DOESN'T GIVE ME A CHANCE TO TALK. I GO IN WITH A PROBLEM AND NEVER DO GET A CHANCE TO TELL ABOUT IT.
2. HE INTERRUPTS ME WHEN I TALK.
3. HE GIVES ME THE FEELING THAT I'M WASTING HIS TIME.
4. WHENEVER I MAKE A SUGGESTION, HE ALWAYS THROWS COLD WATER ON IT. I'VE QUIT TRYING TO GIVE HIM SUGGESTIONS.
5. HE IS ALWAYS TRYING TO GET AHEAD OF MY STORY -- AND GUESS WHAT MY POINT IS.
6. HE PUTS ME ON THE DEFENSIVE WHEN I ASK QUESTIONS OR MAKE SUGGESTIONS ABOUT THINGS.
7. HE ARGUES WITH EVERYTHING I SAY -- EVEN BEFORE I HAVE A CHANCE TO STATE MY CASE.
8. EVERYTHING I SAY REMINDS HIM OF AN EXPERIENCE HE HAS HAD OR A HAPPENING THAT HE HEARD OF RECENTLY. I GET FRUSTRATED WHEN HE CONTINUALLY INTERRUPTS TO SAY, "THAT REMINDS ME ...."
9. HE FREQUENTLY LOOKS AT HIS WATCH OR THE CLOCK WHILE I AM TALKING.
10. HE SAYS SOMETHING AND THEN DENIES IT AT THE NEXT MEETING WE HAVE.
11. HE IS ALWAYS RUSHED FOR TIME, AND MAKES COMMENTS ABOUT "HIS BUSY DAY".
12. HE DOESN'T SIT STILL. HIS CONSTANT AGITATION MAKES ME FEEL UNWANTED.
13. HE NEVER LOOKS AT ME WHEN I TALK. I DON'T KNOW WHETHER HE'S LISTENING OR NOT.
14. OCCASIONALLY, HE ASKS A QUESTION ABOUT WHAT I HAVE JUST TOLD HIM AND SHOWS HE JUST WASN'T LISTENING. FOR EXAMPLE, JUST AFTER I FINISH TELLING HIM ABOUT A PROBLEM, HE MIGHT ASK, "LET ME SEE NOW, WHAT WAS THE PROBLEM YOU WANTED TO TALK TO ME ABOUT?"
15. HE DOESN'T PUT DOWN WHAT HE IS DOING WHEN I COME IN AND TURN HIS ATTENTION TO ME COMPLETELY.

## Communication Quiz

To find out how you rate as a communicator, answer the questions and then evaluate your score.

1. Do I realize that, even if an idea is clear to me, it may not be clear to another person?
2. Do I make sure I understand what another person has told me before I reply?
3. Am I understanding of others' feelings, knowing they may be different from my own?
4. Do I try to be sensitive to someone else's point of view before judging that person's message?
5. Do I ask questions when I communicate to clear up misunderstandings?
6. Do I understand that, once a person feels understood, he/she tends to be less aggressive?
7. Am I careful not to prejudge people by their appearance and manner of communicating?

Put a "1" under the column that best fits what you feel:

	ALWAYS	SOMETIMES	NEVER
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
<b>SUBTOTALS</b>	_____	_____	_____
<b>MULTIPLY BY THESE POINTS</b>	<u>x3</u>	<u>x2</u>	<u>x0</u>
<b>TOTAL SCORE EACH COLUMN</b>	_____	_____	_____

ADD TOTAL SCORE OF EACH COLUMN TO GET GRAND TOTAL: \_\_\_\_\_

RATE YOURSELF: 18-21 Exceptional communicator!

14-17 Good; you're getting through.

13 or less: room for improvement.

## What do you mean?

Read the statement and answer each question following the statement. Use your best judgement to determine what each statement means.

1. The proposal was approved overwhelmingly. (What per cent of the vote was in favor of the proposal?)
2. My neighbor just bought an expensive car. (How much did it cost?)
3. I recently saw an article on this subject. (How long ago was it?)
4. My boss is an older man. (How old is he?)
5. I saw several movies this summer. (How many movies did I see?)
6. The assailant was described as a white male of average height. (How tall was he?)
7. In the past year, I have been moderately successful on my new diet program. (How much weight did I lose?)
8. A mechanic looks at your car's engine and says, "This will take a while." (How long will it take?)
9. In your letter you write, "You will hear from us in the near future". (When will this be?)
10. My in-laws live very comfortably. (What is their annual income?)
11. Many people were standing in line. (How many people were in line?)
12. I filed my income tax early. (How long before the deadline did you file?)

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To make the world a friendlier place,  
one must show it a friendly face.

Diplomacy is the art of letting someone else have your way.

## SAMPLE COMMUNICATIONS for the pack calendar/responsibilities:



CUB SCOUT PACK 405  
1989-1990 CALENDAR



MONTH	DAY	TIME	EVENT	VOLUNTEER CHAIRPERSON
AUG.	29	6:30PM	PACK/WELCOME BACK	_____
SEPT.	5			_____
	12			_____
	19			_____
	26	7:00PM	PACK/SERVICE PROJECT/SCHOOL PARK	_____
OCT.	3			_____
	10		UNIFORM INSPECTION WEEK / DENS	_____
	17			_____
	24	7:00PM	PACK/SERVICE PROJECT/FOOD PANTRY	_____
NOV.	7			_____
	14			_____
	21			_____
	28	5:30PM	PACK/PINEWOOD DERBY	_____
DEC.	5			_____
	12	7:00PM	PACK/CHRISTMAS PARTY	_____
JAN.	2			_____
	9			_____
	16			_____
	23	7:00PM	PACK/OFF BROADWAY -SME PRESENTATION	_____
	30			_____
FEB.	6		NATIONAL SCOUT WEEK/UNIFORM DAY CONTINUOUS FIRE	_____
	13			_____
	20			_____
	27	6:00PM	PACK/BLUE & GOLD BANQUET / LEADER SKIT -CAKE AUCTION / ARROW OF LIGHT	_____
MAR.	6			_____
	13			_____
	20			_____
	27	6:00PM	PACK/OPEN HOUSE -FUNDRAISER KICK OFF -GALENA SIGN/UP	_____
APR.	3			_____
	10			_____
	21		PINEWOOD DERBY AT CHERRYVALE	_____
	24	7:00PM	PACK/WEBELOS GRADUATION -DAY CAMP SIGN UP	_____
	28	8:00AM	GRANT'S PILGRIMAGE / GALENA	_____
MAY	20		LEADERSHIP PICNIC	_____
SUMMERTIME EVENTS:				
JUN		8:00AM	FISHING DERBY DAY CAMP	_____
JUL			SEMI-PRO BASEBALL GAME	_____
AUG			SPEEDWAY	_____

COMMITTEE MEETINGS ARE HELD THE WEDNESDAY BEFORE PACK AT 7:30PM AT \_\_\_\_\_  
THE MEETINGS ARE OPEN TO ANY INTERESTED PARENTS.



**SAMPLE COMMUNICATIONS**  
for the pack meeting schedule/responsibilities:

\_\_\_\_\_ GATHERING

\_\_\_\_\_ OPENING

\_\_\_\_\_ WELCOME: acknowledge Scoutmasters/Boy Scouts and new visitors.

\_\_\_\_\_ YEAR PINS (from last month).

\_\_\_\_\_ CUBBY COUNT.

\_\_\_\_\_ ANNOUNCEMENTS:

summer activities	Day Camp
leaders/committee members	den meetings
pack count	Galena

\_\_\_\_\_ AWARDS:

\_\_\_\_\_ Wolf badge and arrows.  
\_\_\_\_\_ Bear badge and arrows.  
\_\_\_\_\_ Webelos pins  
\_\_\_\_\_ Arrow of Light

\_\_\_\_\_ THANK YOU:

- 1.
- 2.
- 3.

\_\_\_\_\_ WEBELOS GRADUATION:

present career arrows  
present scout belts

\_\_\_\_\_ INDUCTIONS:

new committee member (pack newsletter)  
Committee Chairman.  
Cubmaster

\_\_\_\_\_ AWARD CUBBY.

\_\_\_\_\_ CUBMASTER'S MINUTE

\_\_\_\_\_ CLOSING: sing "America, The Beautiful".

**SAMPLE COMMUNICATIONS**  
of pack committee actions:

The following is a format that has been used  
for writing pack committee meeting minutes:

The meeting was called to order at 7:40 p.m. on December (date) by Committee Chairman (name).

The following members were in attendance: (names).

**SECRETARY'S REPORT:** The minutes of the Nov. (date) meeting were read and approved. Changes made?

**TREASURER'S REPORT:**

Balance brought forth:		\$ _____
Income:		
fundraiser	\$ _____	
den dues from (name)	\$ _____	
Expenses:		
den dues to (name)	\$ _____	
to account at council office	\$ _____	
gift for fundraiser chairman	\$ _____	
New balance:		\$ _____

The pack meeting was planned and discussed.

**OLD BUSINESS:**

Pack newsletter was completed last month by (name).

(Name) reported that the boxes of canned goods were delivered to the Rock River Food Pantry on (date). A thank you note was received from the Pantry Director; the letter will be read at the next pack meeting to the boys.

The pinewood derby was discussed and preliminary planning took place. (Name) will build the finish line, (name) will repair the electronic finish lights, and (name) will take care of sign-up sheets and registration. A schedule for the registration and racing by grade for the day of the race was completed.

**NEW BUSINESS:**

(Name) announced that she will retire from this pack on (date).

The meeting was adjourned at 9:31 p.m.

SAMPLE COMMUNICATIONS  
to encourage boy participation  
in summer events:



CUB SCOUT PACK 405  
1989 SUMMER TIME EVENTS  
APRIL 26, 1989



MONTH	DATE	TIME	EVENT	VOLUNTEER CHAIRPERSON
JUNE	10	8:00 AM	FISHING DERBY PIERCE LAKE	_____
JUNE	12 / 16	8:45 AM	DAY CAMP ALPINE PARK	_____
JULY	19	6:15 PM	ROCKFORD EXPOS SEMI-PRO BASEBALL	_____
AUGUST	14	6:00 PM	ROCKFORD SPEEDWAY	_____

DEN LEADER AND PARENTS NOTICE:

1. BOYS THAT PARTICIPATE IN THREE OF THE ABOVE SUMMERTIME EVENTS QUALIFY FOR AN AWARD AT THE SEPTEMBER PACK MEETING
2. DENS THAT HAVE 50% OR MORE ATTENDANCE PER EVENT FOR THREE OF THE FOUR ABOVE LISTED SUMMERTIME EVENTS WILL BE AWARDED A SUMMERTIME PARTICIPATION RIBBON FOR THEIR DEN FLAG.

SAMPLE COMMUNICATIONS  
of Webelos program:

WEBELOS DEN MONTHLY SCHEDULE

MONTH	DATE	TIME	THEME/ACTIVITY
AUGUST	29 PACK	6:30 P.M.	PACK MEETING
SEPTEMBER	12	6:30 P.M.	PARENT ORIENTATION
	19	6:30 P.M.	FORESTER
	26 PACK	7:00 P.M.	SERVICE PROJECT
OCTOBER	3	6:30 P.M.	NATURALIST
	10	6:30 P.M.	UNIFORM INSPECTION
	17	6:30 P.M.	
	24 PACK	7:00 P.M.	FOOD PANTRY
	31	6:30 P.M.	CITIZEN
NOVEMBER	7	6:30 P.M.	CITIZEN
	14	6:30 P.M.	
	21	6:30 P.M.	
	28 PACK	5:30 P.M.	PINEWOOD DERBY
DECEMBER	5	6:30 P.M.	READYMAN
	12 PACK	7:00 P.M.	X-MAS PARTY
JANUARY	9	6:30 P.M.	ATHLETE
	16	6:30 P.M.	ENGINEER
	23 PACK	7:00 P.M.	OFF BROADWAY/SME
	30	6:30 P.M.	
FEBRUARY	* 6	6:30 P.M.	ARTIST
	13	6:30 P.M.	
	20	6:30 P.M.	
	27 PACK	6:00 P.M.	B/G BANQUET CAKE AUCTION
	* CONTINUOUS FIRE AND SCOUT WEEK		
MARCH	6	6:30 P.M.	SCIENTIST
	13	6:30 P.M.	
	20	6:30 P.M.	
	27 PACK	6:00 P.M.	OPEN HOUSE FUNDRAISER K/O GALENA SIGN UP
APRIL	3	6:30 P.M.	
	17	6:30 P.M.	
	* 24 PACK	7:00 P.M.	GRADUATION
* DAY CAMP SIGN UP			
MAY			TBA
JUNE			DAY CAMP/FISHING
JULY			BASEBALL GAME
AUGUST			SPEEDWAY

SAMPLE COMMUNICATIONS  
to increase parental involvement  
in the den:

**Cub Scout Pack 405**  
**Webelos Owls**

Meeting place: \_\_\_\_\_ Tuesdays, 6:30 - 8:00 p.m.

Webelos Den Leader: (name) Assistant: (name)  
(address) (address)  
(telephone number) (telephone number)

Webelos Scouts:

	name	address	telephone
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____

PARENT HELPERS:

September	12	<u>all parents</u>
	19	_____
October	3	_____
	10	_____
	17	_____
	31	_____
November	7	_____
	14	_____
	21	_____
December	5	_____
	9	_____
January	16	_____
	23	_____
	30	_____
February	6	_____
	13	_____
	20	_____
March	6	_____
	13	_____
	20	_____
April	3	_____
	17	_____

## SAMPLE COMMUNICATIONS for special events:



### PACK 405 CATCH & RELEASE FISHING DERBY JUNE 9th 1990 8:30 to 11:30a.m. FOUR LAKES FOREST PRESERVE

The Pack 405 Catch and Release Fishing Derby will start at 8:30 a.m. June 9, 1990 at Four Lakes Forest Preserve. **June 8-10th is Illinois free fishing weekend (no license required)**. Cub Scouts and their families are all invited to catch the fun, reel in the excitement, release your energy and bob your bobber. Any fish that you keep should be for food or mounting. Scouts are always conservation minded.

**TIPS:** Use a small bobber and small hooks (#6) and 4lb. test line. Good bait, such as wax worms or night crawlers. A small amount of tackle; no steel leaders or big swivels

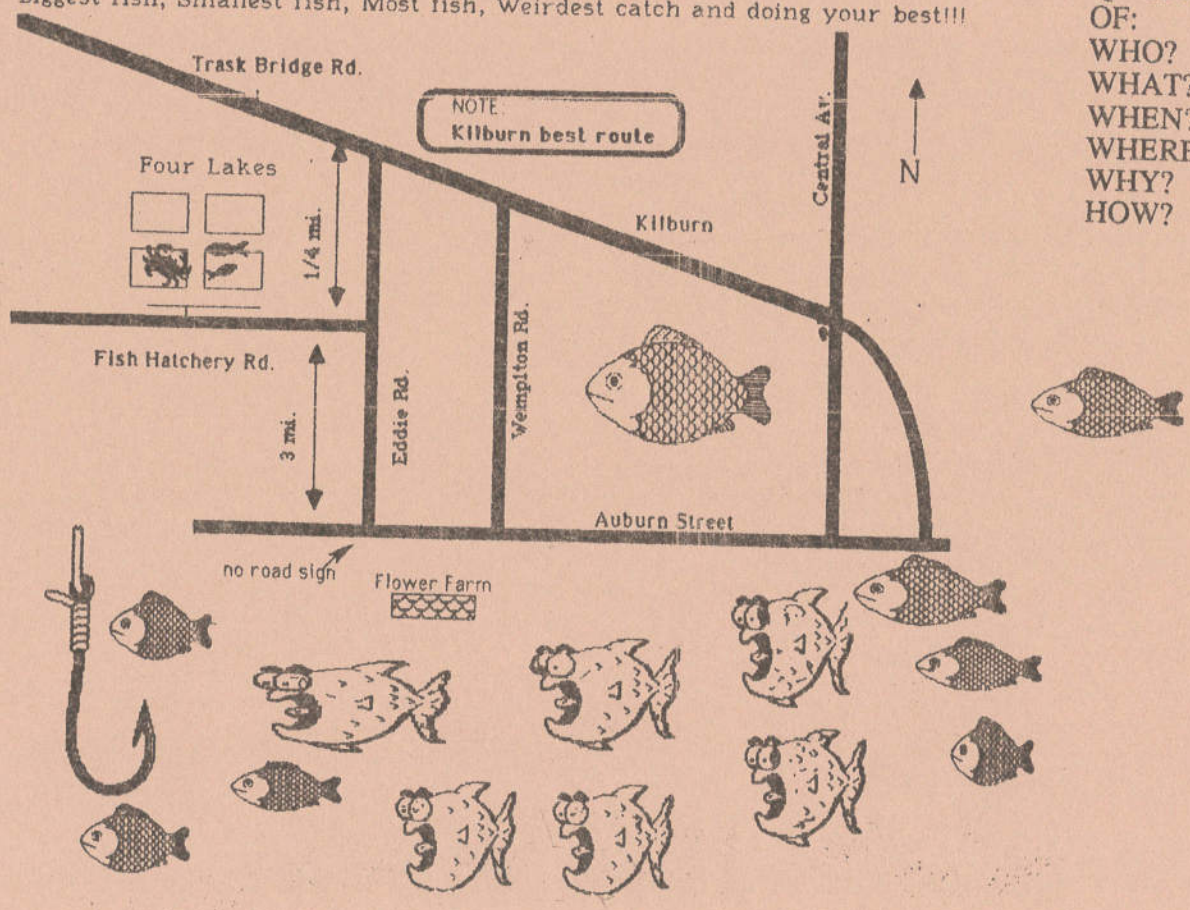
**RULES:**

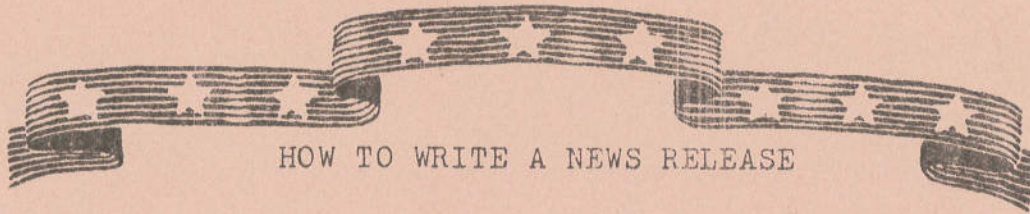
1. Start fishing after 8:30a.m.
2. No fishing from boats
3. **Catch** fish, verify size with another Scout or parent and **release fish back to the water**.
4. Keep track of your total fish count (**on your honor**).
5. Meet at 11:15 in picnic area for judging and prizes.

**PRIZES FOR:**

Biggest fish, Smallest fish, Most fish, Weirdest catch and doing your best!!!

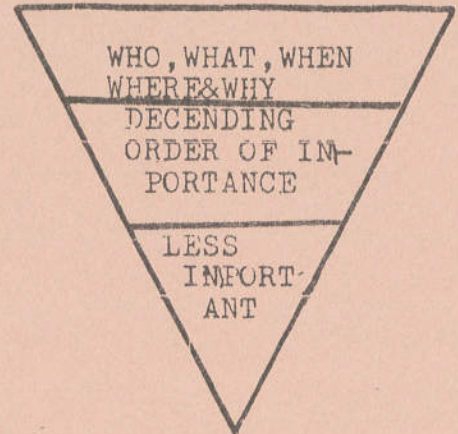
DOES IT ANSWER QUESTIONS OF:  
WHO?  
WHAT?  
WHEN?  
WHERE?  
WHY?  
HOW?





## HOW TO WRITE A NEWS RELEASE

In writing a news release, try to write in SIMPLE, "DOWN-TO-EARTH" language that is easy for the reader to understand. Facts in your news release should be presented in an inverted pyramid style(see chart at right), and should include five basic elements; WHO, WHAT, WHEN, WHERE, & WHY.



The most important facts should be in the opening paragraph, called the lead. The rest of the information should be written in descending order of importance, thus, if the news release is too long, the editor can cut from the bottom up.

### FORMAT TO FOLLOW

Be sure to type your release on Pack letter-head or you can have your own NEWS RELEASE heading designed. Put your name and phone number in the upper left corner of the news release.

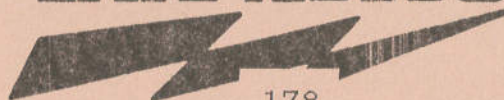
Type the release DOUBLE-SPACED. Do not type on the back of the page. When you have more than one page, type the word MORE at the bottom of the first page. When you end the release, type the letters - 30- at the bottom. This indicates to the editor that there is no more to come.

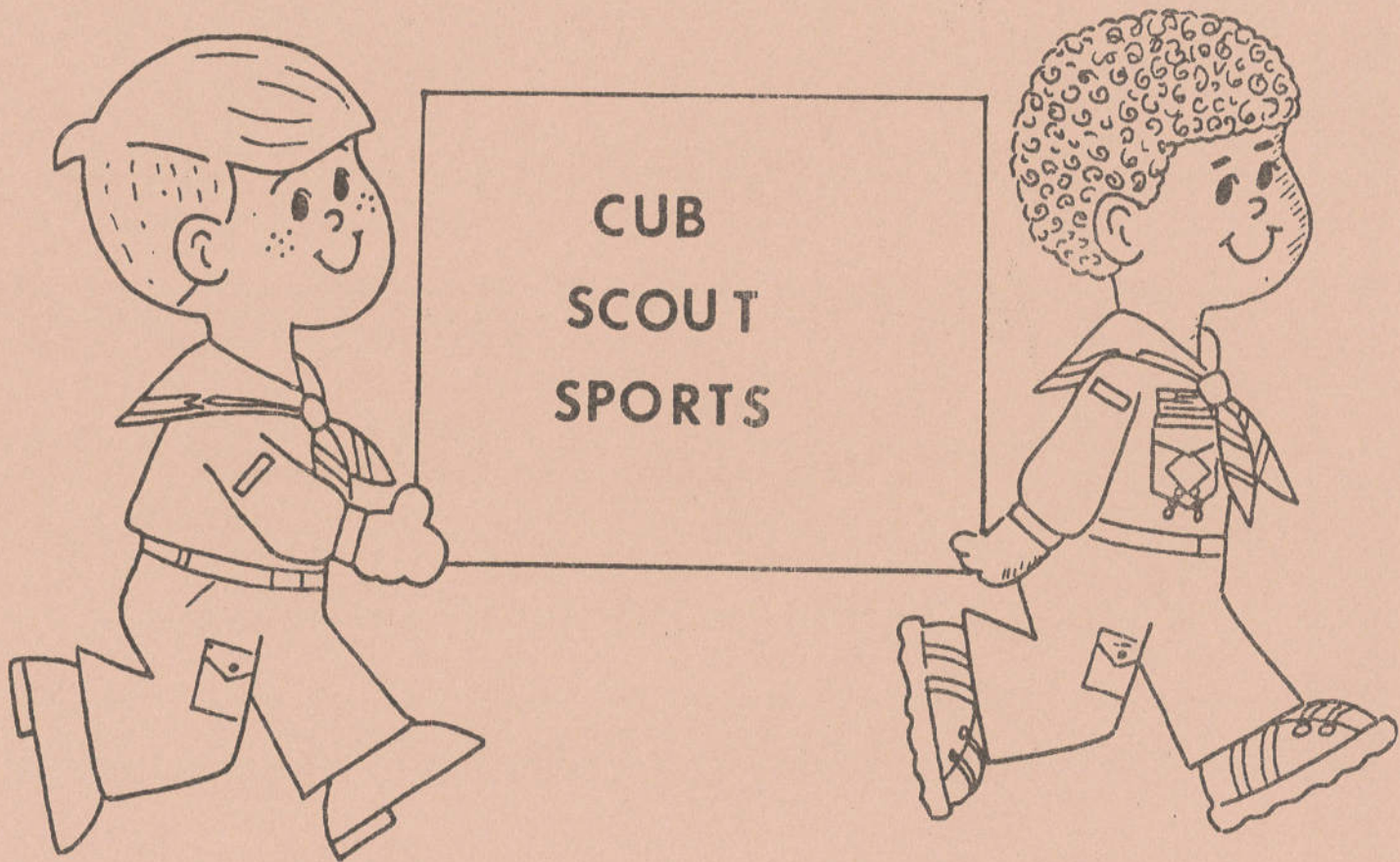
### SOME DON'TS

- Do NOT send a carbon copy of a release to the editor.
- Do Not use adjectives such as "super", "wonderful", "exciting". The facts should tell the story and speak for themselves.
- Do NOT editorialize or puff up a story with useless nonsense.
- Do NOT use highly technical language.
- Do NOT type on both sides of the sheet.
- Do NOT single space.



# LATE NEWS



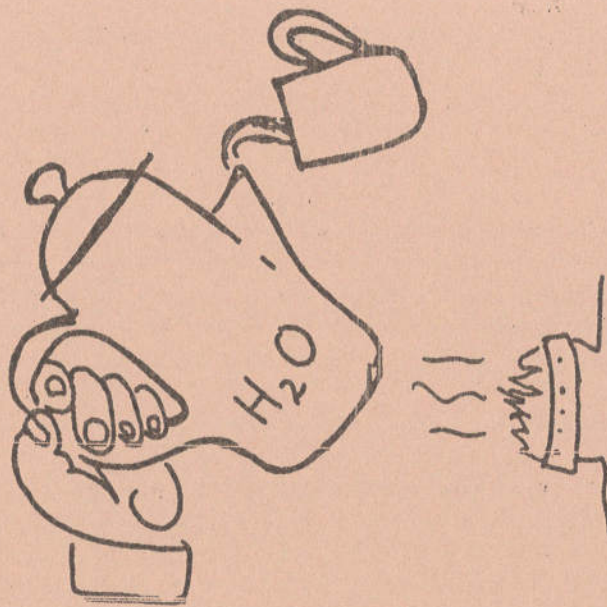


CUB  
SCOUT  
SPORTS

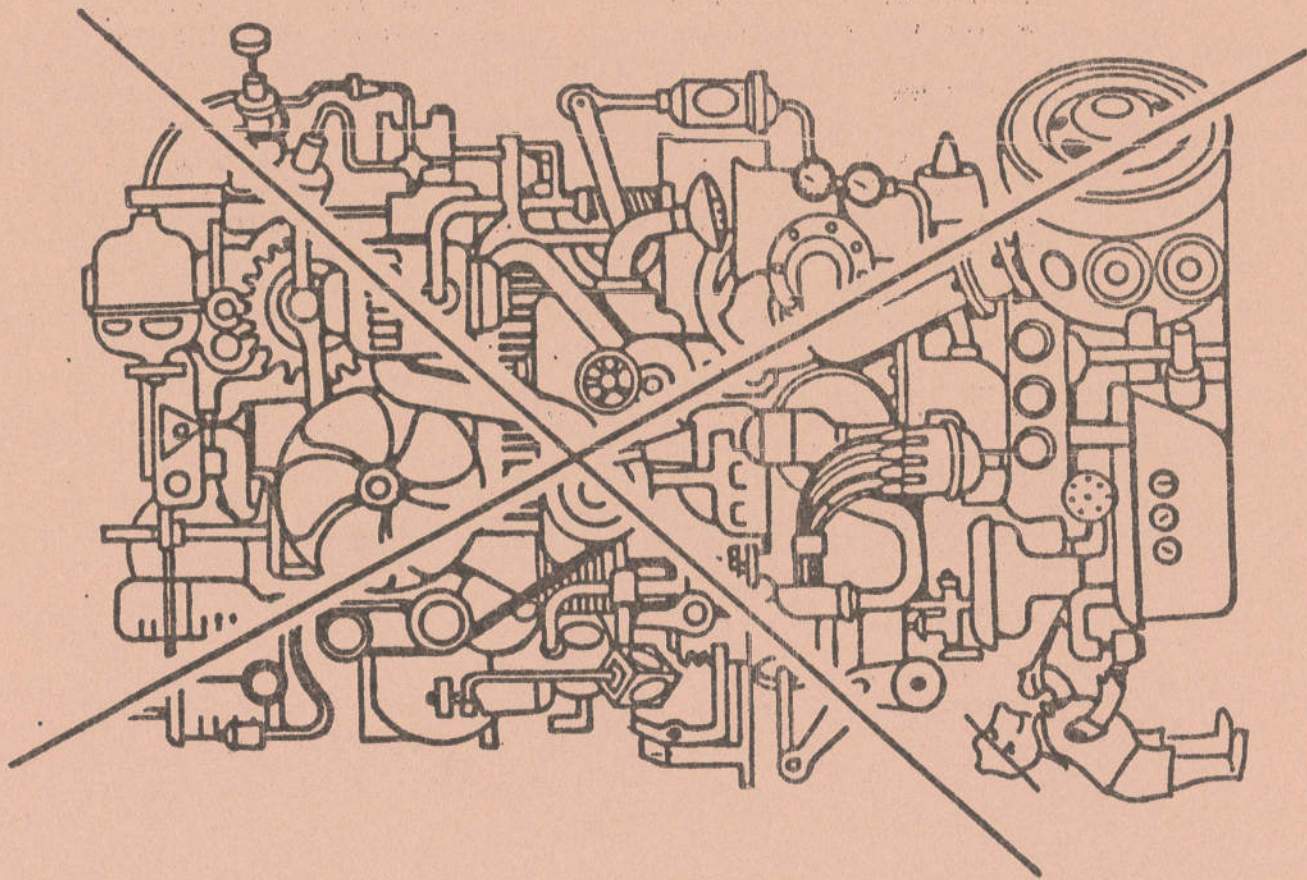


The greatest good you can do  
for a boy is not just to share  
your gifts of knowledge  
but to reveal to him his own.

KEEP IT SIMPLE ...



... MAKE IT FUN



----- CUB SCOUT SPORTS PROGRAM -----

YOUNG ATHLETES BILL OF RIGHTS

1. THE RIGHT TO PARTICIPATE IN SPORTS

It's a tough choice, but most boys would choose the chance to play-win or lose. When a boy is denied a chance to play because he's not a good player, the program is in trouble. Measure the program in terms of the boy's goals and participation.

2. THE RIGHT TO PARTICIPATE AT HIS OWN ABILITY LEVEL

Whenever possible, a boy should be placed with players of his own ability level. But dividing boys according to ability can be a humiliating ordeal for the less able. Leaders and coaches must exercise discretion and sensitivity.....proceed with care.

3. THE RIGHT TO QUALIFIED ADULT LEADERSHIP

Boys 7 to 9 are especially impressionable. They will be influenced by adult leadership, whether that leadership is good or bad. We must make certain it's the very best.

4. THE RIGHT TO A SAFE AND HEALTHY ENVIRONMENT

No boy should be asked to play under conditions which may be hazardous to his health or personal safety.

5. THE RIGHT TO SHARE IN LEADERSHIP AND DECISION MAKING

The Cub Scouts Sports Program aims not only to help a boy find fitness and fun but to help stimulate his growth toward maturity and active citizenship. If adults make all the decisions and do all the talking, a magnificent opportunity for growing up will be missed.

6. THE RIGHT TO PLAY AS A CHILD "NOT" AN ADULT

However, much a boy may love a flashy uniform and being treated like an adult professional, he is neither an adult nor a pro. He is still a child. So handle him with care. Do not rush. Let him enjoy his childhood.

7. THE RIGHT TO PROPER PREPARATION

Does a big league team get good physical and mental conditioning before they take the field? You bet they do. Boys should receive the same treatment.

8. THE RIGHT TO AN EQUAL OPPORTUNITY TO STRIVE FOR SUCCESS

The sharp focus here is on the word SUCCESS. Does it always have to mean winning? Or may it also mean playing, learning, growing, building fitness, and enjoying? Each boy should be secure in the knowledge that he has done his best and that his best is Okay.

9. THE RIGHT TO BE TREATED WITH DIGNITY

No boy should be scolded or ridiculed because of appearance, background, or poor performance, especially in public.

10. THE RIGHT TO HAVE FUN

If the other nine rights are in place, this one will follow as day follows night.

WHY CUB SCOUT SPORTS???

Sports in general have a long and honorable history dating back to ancient Egypt, India, and China. These early societies used sports to train people for survival and war. Then, as people learned to live together more peacefully, sports festivals developed. The first recorded Olympic Games took place in Greece in 776 B.C.

Through the years, modern society has recognized the need for sports and physical fitness in everyone's lives. It has been proven that anyone involved in any active sport or physical fitness program demonstrates learned skills, an alert mind, enthusiasm for life, tend to be more relaxed, more confident, and more determined to face difficult tasks - physical and mental.

Educators recognize sports and physical fitness as an important teaching tool - in developing characters, attitudes, personalities and interests to the fullest possible extent.... especially in young children, grade school age.

The "CUB SCOUT SPORTS PROGRAM" allows the Cub Scout to PARTICIPATE and become acquainted in various kinds of sports. This can be done in his Unit, Community, or by himself.

The "CUB SCOUT SPORTS PROGRAM" is not intended to just take over the already suggested schedule of the Cub Scouting Program for the year through the "PROGRAM HELPS" book and/or through pack committee planning meetings. The "Sports Program" is intended to be incorporated into pack schedule.

## THE PARENT'S ROLE

CUB SCOUT SPORTS is a family activity which involves the Boy and an Adult Partner. It is a way that we can strengthen Families!

### HERE ARE SOME "DO'S" AND "DON'TS FOR PARENTS TO FOLLOW!

#### "DO":

- + Be a voice of Encouragement and Modernation. Show the boys you Love them no matter how well they play.
- + Attend games to watch their boy play .. Don't just send him to the game.
- + Offer PRAISE, not criticism.
- + HELP THEM HAVE LOTS OF FUN!

#### "DON'TS:

- DON'T shout advice at the boy, coach, or anyone else at the game.
- Don't interfere with the coach and officials.
- Don't criticize any players, coaches or officials.
- KEEP OUT OF THE PLAYING AREA!
- Don't PUSH your son into a sport he isn't qualified to play or doesn't "want" to play.
- Don't KEEP ANYONE FROM HAVING FUN.

Mr. or Mrs. Parent! You can be a plus or a minus with your son's involvement in Cub Scout Sports! Be positive and show positive support!

What is a good time for a Cub Scout to Play Sports? When the Cub Scout shows and interest to play and when he wants to play. "Most sports authorities believe there is no certain age or sport that is best for the Cub Scout Age!

A boy who is physically ready for one sport may not be psychologically ready. It is a good idea to listen to the boy and learn what and when he wants to play.

Follow these general guidelines from the National Association for Sports and Physical Education:

Organized sports for children under 6 years of age are of questionable value. Children between 6 and 8 should be restricted to noncontact sports such as: swimming, tennis, track and field. CONTACT SPORTS such as: basketball, soccer, are best after age 8. HARD CONTACT SPORTS are: football, hockey, are best put off until boys are in their teens.

THIS IS A FAMILY TOGETHERNESS PROGRAM TO KEEP PHYSICALLY FIT AND TO HAVE FUN!

Remember, "KISMIT": Keep It Simple - Make it FUN!

The following is the "CUB SCOUT FAIR PLAY PLEDGE":

I Promise to do my BEST at work or at play. I will follow the rules and Never cheat, and I will Help other members of my team. I will always Try to make my Family, neighborhood, school, Pack, and friends proud of the things I do.

The Sports Program gives the Cub Scout opportunities to learn and do physical fitness to keep himself healthy. To learn good Sportsmanship, to learn to Get Along With Others, to learn Respect For Others, to learn "To Do His Best", to learn to HAVE FUN!

S = (Sports) In a new inner confidence.  
P = (Participation) The most important thing is not to win but to take part.  
O = (Outdoors) Where fun and adventure happen.  
R = (Realizing THAT I CAN DO MY BEST.  
T = (Teams) Where I can get along with others.  
S = (Sports) A way to grow in Character, Citizenship, and Fitness.

THE BOY SCOUTS OF AMERICA AIMS ARE: 1. Citizenship Training; 2. Character Development; and 3. Physical Fitness.

.....the Cub Scout Sports program helps to achieve all three of these aims.

PURPOSES OF CUB SCOUTING ARE: 1. Sportsmanship - to grow in pride, mind, and body; 2. Improve family understanding; 3. Get along with and respect other people; 4. Personal Achievement - develop new interests and skills; and 5. Fun, exciting and things to do.

Sports themselves do not have unfavorable effect on children, it is the Parents and Coaches. The young players see their parents and coaches get angry at the officials over a close call in a game. Encouragement by the Parents and Coaches is a Necessity to be given to the young players. Cub Scout Sports want the boys to be involved, "PARTICIPATE", and TO DO THEIR BEST, and to HAVE FUN.

Please think about this and re-read it several times as to the following:

"MOST BOYS WOULD RATHER PLAY AND LOSE THAN SIT ON THE BENCH AND WIN".

Most boys would rather have the opportunity to be given the chance to play and participate instead of having the feeling of being not good enough to play. He wants to be given a chance to show his talents and just TO DO HIS BEST. Encourage him to try, try again if something does not go quite right, and by all means be "FLEXIBLE" towards the boys, and have them JUST DO THEIR BEST.

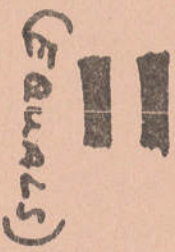
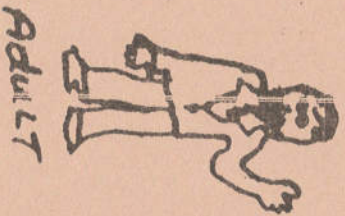
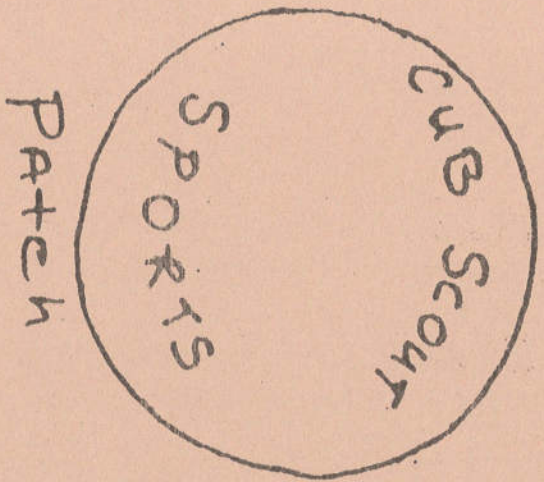
The most important role for the Parent is "SUPPORT". Support of the Program, the Leaders, and the Coaches. Most of all, SUPPORT the Boys, ESPECIALLY YOUR OWN SON!







# Steps in Receiving The Sports "S" Letter



S

Letter

Participation  
in one of the sports



)

## CUB SCOUT SPORTS

REMEMBER THIS AND ALWAYS KEEP IN MIND WHEN TEACHING THE "CUB SCOUT SPORTS PROGRAM" TO THE CUB SCOUT BOYS, KEEP IT SIMPLE AND MAKE IT FUN.

The boys are at a young age and their attention span is short if the subject becomes too involved for them to understand.

As a suggestion as to what method to use to explain the CUB SCOUT SPORTS PROGRAM (to the boys and their parents) is to explain there is such a program:

First, inform them there are 20 different sports to choose from that are for those Boys who are Bobcat, Wolf, Bear, and Webelo Scouts. The program is not for those boys who are Tiger Cubs. These different sports are approved by the Boy Scouts of America Headquarters. These 20 are:

1. VOLLEYBALL
2. SWIMMING
3. SOFTBALL
4. GOLF
5. PHYSICAL FITNESS
6. BASEBALL (hardball)
7. SKIING (snow skiing only and not water skiing)
8. MARBLES
9. BASKETBALL
10. TABLE TENNIS (ping pong)
11. BOWLING
12. ARCHERY
13. SOCCER
14. TENNIS
15. BADMINTON
16. BICYCLING
17. ULTIMATE (another name is Frisbie which is copyrighted)
18. SKATING (ice and roller)
19. GYMNASTICS
20. FISHING

Explain to the boys and their parents that each of these 20 sports has its own booklet that explains the sport, what equipment is needed, introduction as to how to practice and play the sport, rules of the sport, etc. These books are available at the Boy Scout Center which will cost money to buy. Usually, their Pack may have a library in which books could be on hand to be checked out and returned when finished.

If their pack decides to have the Sports Program, each and every Cub Scout in their pack will first receive the Sports Patch without doing anything. When new boys are of age to join their pack, they also will receive a Sports Patch. If the Pack does not take on the sports program and the Cub Scout is in a community organized sport, have the parent pay for the patch then presented to the Cub Scout at the Pack meeting.

SECOND, it would be good to explain to the boys and their parents on how to earn the Sports Belt Loop, Sports Pin for the adult, and the Sports ("S") Letter: Each sport has its' own belt loop, and Sports Pin for the Cub Scout and Adult, but they have to be earned.

The BELT LOOP is for the Cub Scout only, and it goes on to his BLUE BELT. The belt loop is earned in a particular sport (selected from one of those listed on page #1) by simply "PARTICIPATING" in that sport that has been chosen. This can be done at a Pack Meeting, Den meeting, Day Camp, or other organized sporting event in the community such as AYSO, Boys Club, Little League, YMCA, Bowling League, etc. All the Cub Scout needs to do is to play in a game, to Participate, to earn the Belt Loop. The Cub Scout can only earn one belt loop per sport, for a total of 20 belt loops.

To earn The SPORTS PIN, the Cub Scout needs to practice in the sport he has chosen. He needs to earn 60 points within 90 days. The Maximum points per day is Five (5), and 30 minutes equals One (1) point. These points can be earned by practicing with his team, playing in a game through his pack, being in a community sport, in a sport at school, in gym class as an individual basis. There is a Special Sheet that the Cub Scout needs to keep track of himself as to how many minutes he practices and/or plays in a game to reach 60 points within 90 days. Soon as he reaches the points within 90 days, the parent will sign his form and turn it in to the Den Leader so the Leader can inturn obtain the boy's award from the Scout Office. We suggest that each Pack have an assigned Sports Program Co-ordinator who will keep track of these awards for the Cub Scout and the Adult in the Pack. The Scout Office does not have to keep this form.

In order to earn the SPORTS LETTER ("S"), an adult (person who is over 18 years of age) needs to Participate to earn the Sports Pin. This is should be someone from the Cub Scout's immediate family because to get the FAMILY INVOLVED in the FUN of Scouting with their boy or boys. The Adult will have to earn 60 points within 90 days in one of the 20 sports as previously listed on page #1. The adult would have to practice and/or play in a Sport of his or her choice to earn 60 points within 90 days. EACH Thirty (30) Minutes Equals "ONE"(1) POINT. The Maximum can be earned in one day is Five (5) points. The sport does not have to be the same sport that the Cub Scout is working on. For example, if the Cub Scout is involved in soccer, the Adult can be working on golf, or bowling, or tennis, etc. However, the Adult by his or her choosing, can work on the same sport as the Cub Scout is working on. If the adult is doing Aroebics, this can count towards the Physical Fitness Sports Pin. This would also apply to the Cub Scout if he is into Aroebics, or Gymnastics, etc.

The Adult also has to use the Special Form to keep track of his or her points which is to earn 60 points within 90 days (this can be adjusted in the boys' packs by their Pack Committee as being "FLEXIBLE" to have the time limited because of working parents or for other reasons).

Once the adult has completed and signed the form, the parent will turn this form in to the Den Leader and the Leader will then obtain the SPORTS PIN for the adult. The Scout office does not need these forms. Also, the adult can be a coach at the boy's school.

After the Adult has earned the Sports Pin, the Cub Scout has now earned the Sports ("S") Letter. This "S" letter is not to be worn on the Cub Scout Uniform. It is to be worn on a Sweat Shirt, Sweater, Jacket, etc. This is a special letter to be worn on an article of clothing by wearing the Sports ("S") Letter out in Public to Encourage other Boys to Join Cub Scouts.

THE CUB SCOUT SPORTS PROGRAM deals with Sportsmanship. The boy learns to show respect for others no matter if he wins or loses. He learns to accept defeat as well as winning. COMPETITION IS NOT IMPORTANT!!! The Cub Scout learns to do HIS BEST. He learns to work as a team with other boys, to work together. If other boys are having trouble, he can lend his assistance to help those boys to understand the sport and have fun.

The Cub Scout can develop personal achievement by learning a sport, practicing a sport, playing a sport, and to feel good about himself. He meets other people (new boys and adults), and respecting other people's feelings. This program could improve family understanding and togetherness by working together and having FUN, FUN, FUN!

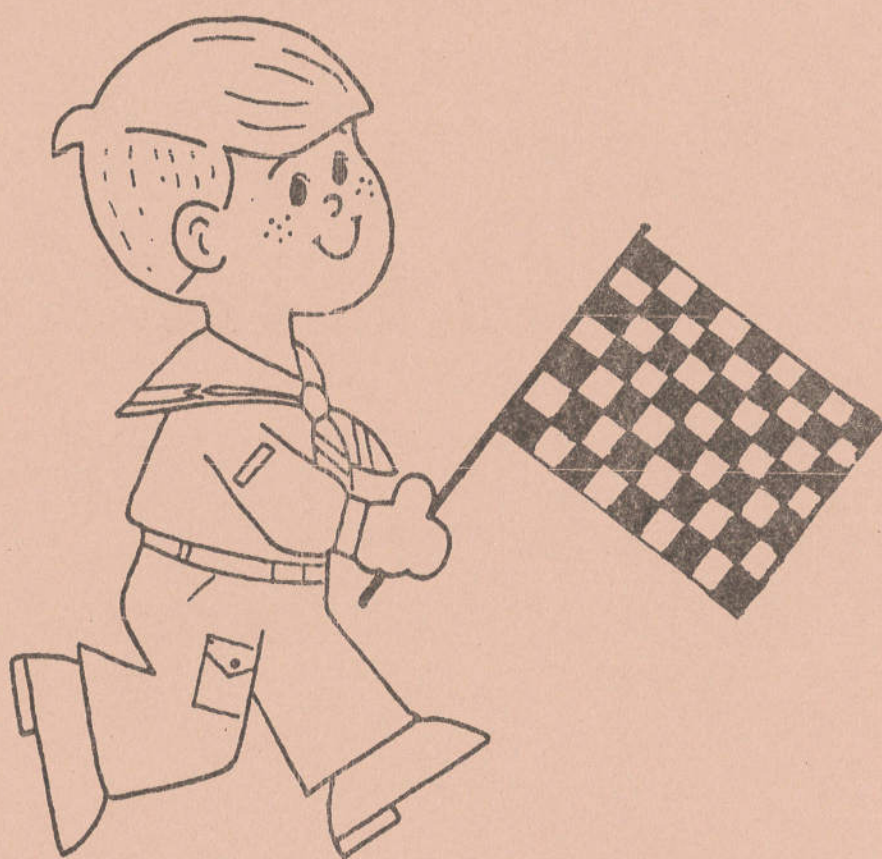
The Cub Scout can develop physical fitness, and develop his character to become a GOOD CITIZEN:

The following is worth repeating two, three, or more times to the boys:

"MOST BOYS WOULD RATHER PLAY AND LOSE  
THAN SIT ON THE BENCH AND WIN"

In other words, when a boy is Participating in a sport and let's say he does have very good skills, he could be sitting on the bench and watching the game and maybe play in the game for a short time. Most boys would rather get out and play the game and DO HIS BEST. He can develop his skills by having the opportunity to PARTICIPATE, PARTICIPATE (this is the key word). Most boys would rather have the opportunity to be given the chance to play and participate instead of having the feeling of being not good enough to play. He wants to be given a chance to show his talents and just to DO HIS BEST. The Cub Scouts should be encouraged to try, try again if something does not go quite right. JUST THAT HE DOES HIS BEST!! Parent and Family support is very, very important to the Cub Scout to Overcome his Discouragements and develop his self-confidence to try the skills and HAVE A GOOD TIME!!

**PINEWOOD**



**DERBY**

It's a well known fact

that the older a man gets,

the faster he

could run as a boy.

## INTRODUCTION TO PINWOOD DERBY RACING

The pinewood derby is probably the most popular and successful father-and-son activity in Cub Scouting. Making the derby race car should be a father-son project and often fathers need to be reminded that they are to help their sons with the car, but that it is the boys' project.

Pinewood derby cars are simply small models of specified dimensions. They are gravity powered and run down a regulation track. Kits are available at your local Scout distributors that contain all the materials necessary for the basic construction of the derby cars.

The Pack derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of the lane guides the cars.

Ribbons, medals and molds for making your own awards are available at the council service center.

## SUGGESTIONS FOR DERBY ORGANIZATION

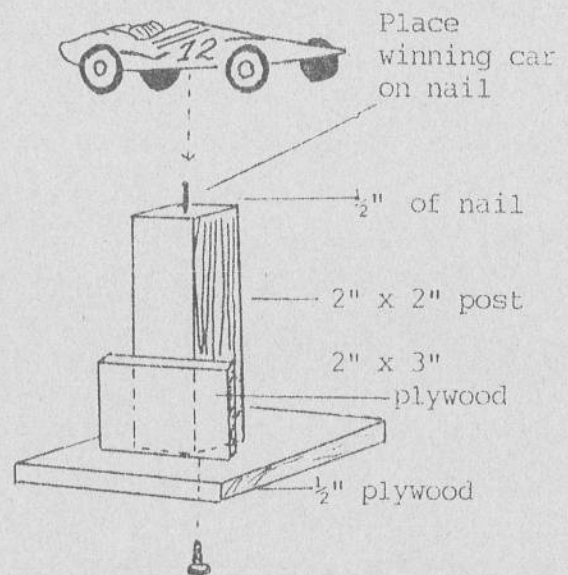
1. A simple method of inspecting the length and width of each car is to construct a box, measuring 2 3/4" x 7 3/8" x 1 1/2". If the car fits in the box, it passes that part of the inspection. This saves measuring each car individually. A small postage scale which measures ounces can be used for weighing the cars.
2. Have a pre-race inspection of cars about one week before the race to catch all possible problems before race time. This minimizes disqualifications and disappointments at race time.
3. Pre-establish car numbers by den. For example, cars from boys in Den #1 could be numbered 1 through 8; Den #2 cars then would be numbered 9 through 16, etc. Numbers can be printed on tape and stuck on the cars as they are registered.
4. Have numbers pre-established on registration forms. Register drivers opposite their assigned numbers on the form. This will automatically eliminate numbers and will group drivers by den.
5. Car numbers can be posted to den race sheets in advance and adjusted for actual entrants after registration. Heat numbers and their awards can also be filled out in advance on the heat cards. This will save time.
6. Have some activity planned for about 15 minutes after the completion of registration, to allow time to organize den heats.
7. Determine den heats and fill out heat cards from den race sheets and registration sheet.



8. Run den heats and determine the finalists for each den. If 4 or less drivers to a den, run one heat plus a final race so everyone gets a chance to run nearly the same number of times.
9. Run the den finals at one time, one right after the other, after all den elimination heats are completed.
10. Have some activity planned for about 10 minutes after completion of the den finals to allow time for organization of consolation and pack heats.
11. Run consolation heats through semi-finals. Split consolation heats up the same way as Pack heats, so the same cars don't race against each other as often.
12. Run Pack championship heats through semi-finals.
13. Take a five minute break. This might be a good time for announcements.
14. Run consolation final.
15. Run Pack championship final.
16. Distribute awards.

### Pinewood Derby Trophy

1. Use a  $4\frac{1}{2}$ " square piece of  $\frac{1}{2}$ " plywood for the base.
2. The post is a 6" length of 2" x 2".
3. For the engraving plate, glue a piece of 2" x 3" plywood to the front of the post. Letter with a felt marking pen.
4. Saw off the head of a nail and drive it into the top of the post. Leave about  $\frac{1}{2}$ " of the nail sticking out of the top.
5. Stain and varnish the trophy stand. The winning car is pressed onto the nail at the top.

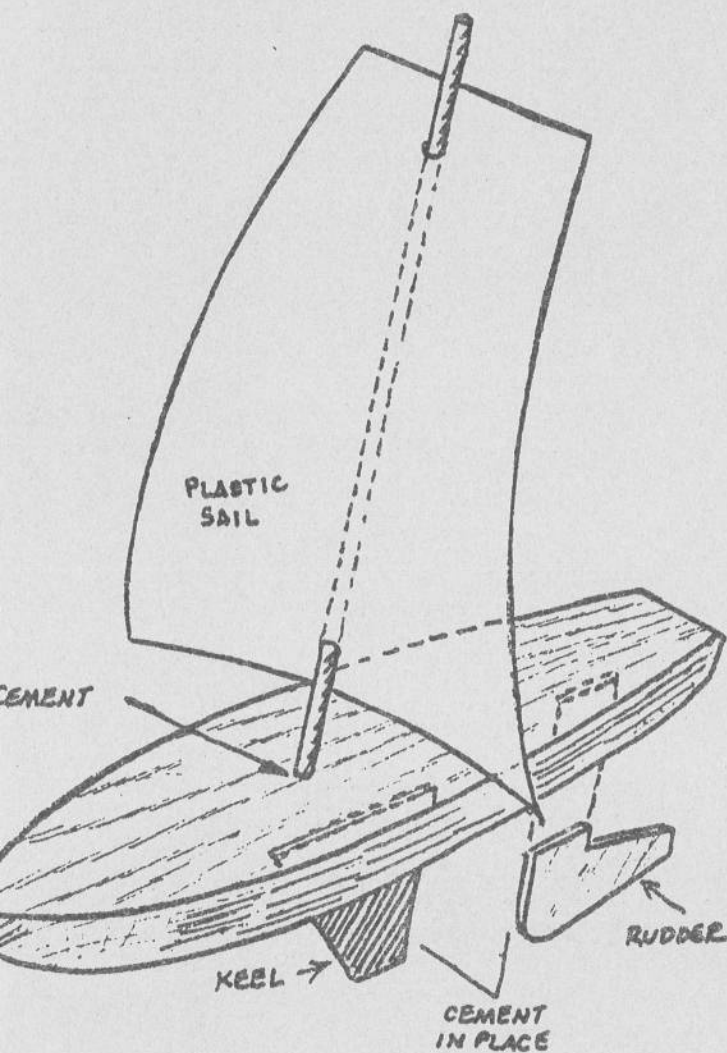


### SUGGESTED PINWOOD DERBY RULES

1. All cars must pass the following inspection to qualify:
  - a. Car must have been made this year.
  - b. Width shall not exceed 2 3/4".
  - c. Length shall not exceed 7 3/8".
  - d. Weight shall not exceed 5 ounces.
  - e. Axles, wheels and body shall be from the material contained in the pinewood derby kit.
  - f. Wheel bearings, bushings and washers are not allowed.
  - g. The car shall not ride on any kind of spring.
  - h. Details added must be within length and width limits.
  - i. The car must be free-wheeling, with no starting devices.
  - j. No loose materials of any kind are allowed in the car. (Such as lead shot)
  - k. The official number must be clearly marked and visible on both sides of the car.
2. Each heat will be announced. Drivers will report to the starting line and place cars on the track. All other persons must remain behind the barrier.
3. The starter will make sure the cars are on the track properly and then start the race.
4. The starter and the drivers will then report to the finish line to record the results.
5. The car whose nose is first over the finish line is the winner. Place spotters will pick 1st, 2nd, 3rd and 4th.
6. If a car leaves the track, run off its lane, interferes with another car, or loses an axle, etc., the heat will be run over. If the same car gets into trouble on the second run, another car is interfered with, etc., the heat will be run a third time without the car that was disqualified.
7. When the results of each heat are recorded, the drivers will take their cars and return to their seats.
8. Awards will be announced shortly after the heat for which awards are to be given. The drivers and their Dads will report to the stage for the awards as their names are called.
9. There will be a total of \_\_\_\_\_ heats and \_\_\_\_\_ awards to be given. Den winners will be determined first. The first 4 places from each den will advance to the Pack championship heats. The remaining drivers will participate in consolation race.

(NOTE: Modify these rules to fit your needs and furnish a copy to every boy participating in the race, at the same time he is given the pinewood derby car kit.)

## RAINGUTTER REGATTA



### BOAT SPECIFICATIONS

- Hull - No longer than 7" nor shorter than 6 1/2"
- Mast - 6 1/2" from deck to top
- Keel - Supplied in kit - no alterations.
- Rudder - Supplied in kit - no alterations.
- Sail - No larger than material supplied in kit.

### BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed above. First use a medium-grade sandpaper, then finish off with a very fine grade paper.
2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.
3. Mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give entire model two coats of colored lacquer in desired color and design.
5. Add official number at top of sail.

### MATERIALS FOR DOUBLE RACEWAY

(Shown on p. B-27)

- 2 10-ft. lengths of 5" diameter half round gutter
- 4 end caps for gutter and rivets or bolts to attach end caps
- 2 trough supports (1"x4"x36") cut so gutter will fit snug
- 2 end braces (1"x4"x23")
- 2 diagonal braces (1"x2"x72")
- 4 legs (2"x2"x34")
- 1 1/2 #10 flat-head wood screws for all fastenings.

This makes a simple frame that will support two 10' lengths of rain gutter filled with 8 gallons of water. The frame is designed so that it can be easily assembled and disassembled.

### RESOURCES

The following are available at your local Scout distributor:

- |      |                      |
|------|----------------------|
| 1697 | Regatta Kit (1)      |
| 1698 | Regatta 8-Pack Kit   |
| 7711 | Regatta Ribbons (10) |
| 5121 | Gold Regatta Medal   |
| 5122 | Silver Regatta Medal |
| 5123 | Bronze Regatta Medal |
| 5740 | 1st Place Trophy     |
| 5741 | 2nd Place Trophy     |
| 5742 | 3rd Place Trophy     |

## RAINGUTTER REGATTA (continued)

### RACING COURSE

Course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm, can be used for racing the boats.

If racing on a calm day or indoors, an electric fan will keep the boats moving.

The most commonly used course is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. (See illustration) Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

See "Cub Scout Activities" for more information about rain gutter regatta.

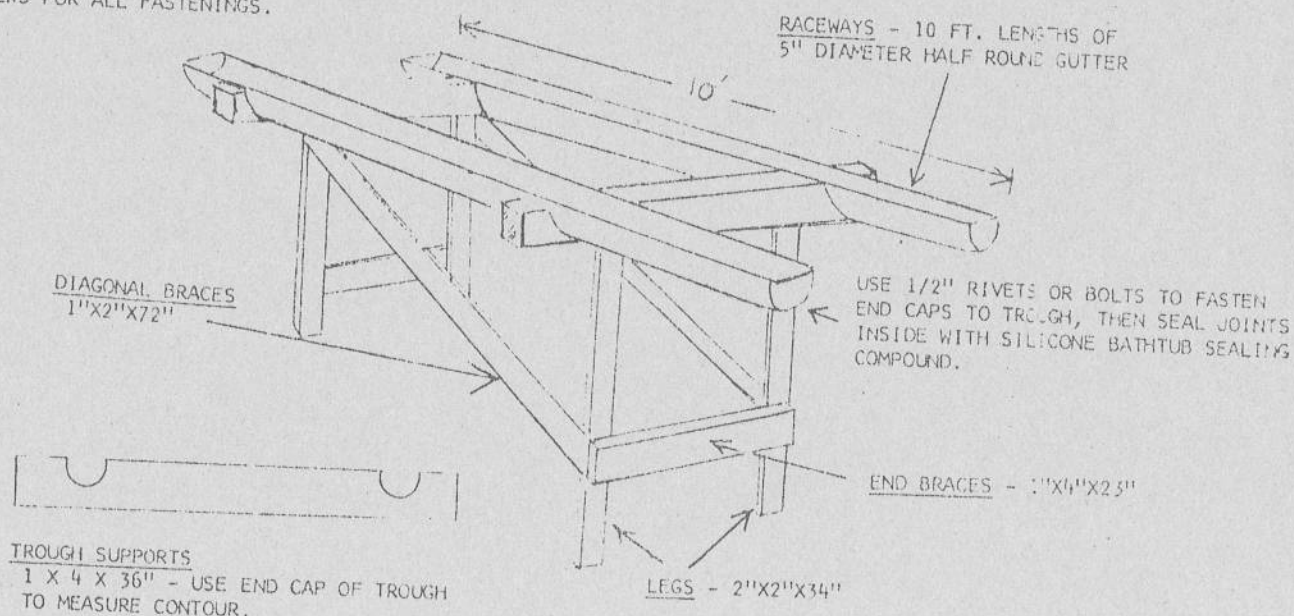
### RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boats' stern touching the end of the rain gutter. The starter stands at the opposite end with his hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winner. Winners of first heats will compete against each other in second heat, and third, etc., until a final winner is determined.

On courses other than the raingutter regatta, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing will be allowed. The boat crossing the finish line first is the winner of that heat. If two or more boats should run afoul, there is no contest. The race is re-run.

USE 1 1/2" #10 FLAT HEAD WOOD SCREWS FOR ALL FASTENINGS.



## SPACE DERBY

Cub Scouts will find the space derby exciting. Join in the fun as the countdown begins for the space race of the century!

### RACE SUGGESTIONS

1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown, and fire at 'zero' by lifting the rear of the starting-gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For instance, in a 6-boy-den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into the pack finals.
3. Recruit dads as your flight operations team - two as starters with green flags, two as judges with checkered flags, and two as gatekeepers to line up the boys. Use other adults as inspectors, scorekeepers and announcers.
4. Experienced rocket racers 'warm up' their space ships by gradually winding the rubberband motors to full capacity. Try 50 turns first, then 100, 200, and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the bands' life and power and will help eliminate breaking during competition. Leaders should still have boxes of extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner as his name is announced.

See "Cub Scout Activities" for organization, how to construct rocket, events for derby and racing procedure.

### RESOURCES

The following are available at your local Scout distributor:

1694	Individual Space Derby Kit
1695	Space Derby 8-Pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby Carrier
7714	Space Derby Ribbons (10)
5515	Gold Space Derby Medal
5516	Silver Space Derby Medal
5517	Bronze Space Derby Medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy

The space derby kit includes information on how to make the rockets, how to run the race, types of events, and suggestions for awarding prizes.

# SPACE DERBY LAUNCHER

## TOWERS:

- A 4 3/4" x 3 1/2" x 72" pine
- B 2 3/4" x 3 1/2" x 40" pine
- C 2 3/4" x 13/4" x 40" pine
- D 4 1/2" x 12" x 24" plywood

## FASTENINGS:

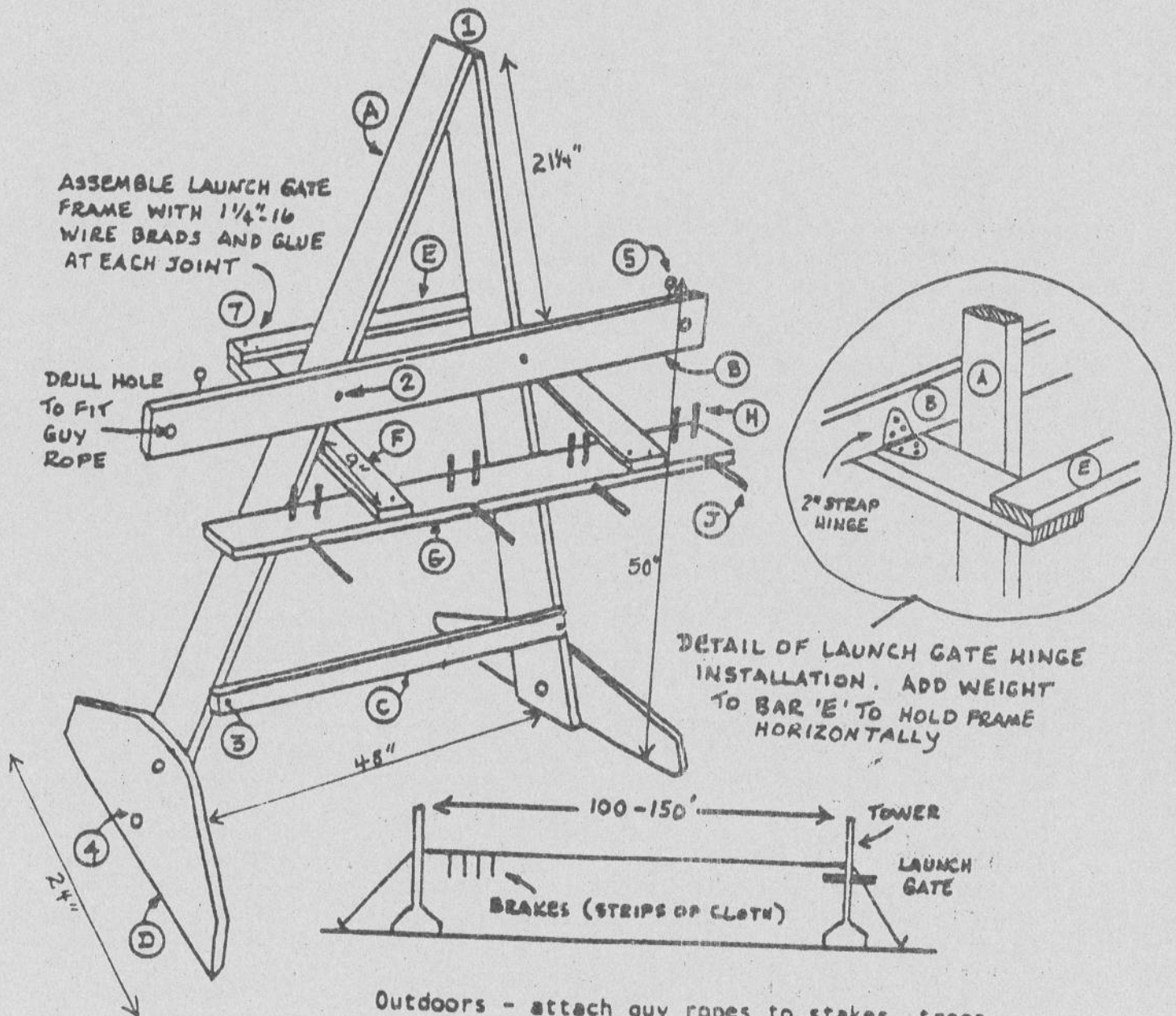
- 1 2 2 1/2" butt hinges
- 2 4 1/4" x 5" carriage bolts
- 3 4 1/4" x 4 1/2" wing nuts
- 4 8 1/4" x 2" washers

## MISCELLANEOUS:

600 ft. 50 lb. test monofilament fishline; 3/17" or 1/4" rope for guy ropes.

## LAUNCHING GATE:

- E 1 3/4" x 13/4" x 24" pine
- F 2 3/4" x 13/4" x 18" pine
- G 1 3/4" x 13/4" x 36" pine
- H 8 1/4" x 3" wood dowels
- J 4 1/2" x 5" wood dowels
- 5 4 screw eyes (for Ropes)
- 6 2 2" strap hinges
- 7 8 1/4" - 16 wire brads & white glue



Outdoors - attach guy ropes to stakes, trees, or fences.  
Indoors - attach ropes to wall, hooks or columns.

## BICYCLE DERBY

This pack event is the culmination of the bicycle safety events. Plan to have a mixture of Team and Individual Events at your Bicycle Derby.

### Individual Bike Competition Events

Several events may be scheduled for the Cub Scouts to compete with each other on an individual basis. Some suggested events:

1. Draw a circle 15-20 feet in diameter. Time the Cub Scout as he rides around the inside of the circle 5 times. Add 1 second to his elapsed time each time he rides outside of the circle. If he stays outside for more than 6 feet, add 1 second for each 6 ft. traveled. The rider with the shortest elapsed time is the event winner.
2. Following an approach, measure how far a Cub Scout can ride a 2 x 4 x 20" board without falling off. The one going farthest is the winner. Be sure to block the approach end of the 2 x 4 so that a smooth transition occurs. You may wish to choose the best of 3 tries. Assign points for this event and pick a winner.
3. Time a rider as he goes a given distance (50-100 ft.) in a 3-foot lane. The rider who takes the longest time is the winner. If the rider's foot touches the ground, he is disqualified. Assign points.
4. After an approach, measure how far a Cub Scout can ride his bike on the rear wheel. The one going farthest is the winner. Assign points.
5. Set up an obstacle course and time the rider. The one with the smallest elapsed time is the winner. Assign points.

### Team Bike Competition Events

Split the Cub Scouts into two equal teams. Possible team events include:

1. Speed Relay Race - Select two near identical bikes such that pedal cranks do not rotate as the bikes are pushed forward. Set up a relay where a Cub Scout rides the bike a given distance and returns the bike to the next Cub Scout. The Scout can peddle with only ONE FOOT. The first team to complete the distance for each Cub Scout is the winner.
2. Water Balloon Relay - Each team is given a 3-foot hose. Each team member in turn, rides his bike to an overhead balloon filled with water. After he breaks the balloon with the hose, he returns and hands the hose to the next Cub Scout in line, and he does the same thing. The first team to complete the process wins.
3. Bike Soccer - Using a large styrofoam or air-filled ball, the team members try to kick the ball across the goal while riding their bikes. The team with the most goals in a given time period is declared the winner.

## BICYCLE SLALOM

A Bicycle Slalom is a great way to brush up on bicycle safety rules and to sharpen up cycling skills!

Decide where you'd like to set up your slalom. You might use a very wide driveway, but a playground or parking area would give you lots more room. Be sure you're setting up in an area that won't be endangered by cars.

Plan the bike course. Mark off the bike paths with colored chalk. The path should be 12" wide. For course markers, use large plastic bleach or milk bottles filled with sand, dirt or plaster. Glue flags to sticks and put a stick in each bottle so those in the slalom can see the bottles easily.

For a ramp, set a long plank on the bike path and raise one end of the plank by setting two bricks under it.

For a ring toss, turn a cardboard carton upside-down. Poke a long stick through. Cut rings from cardboard.

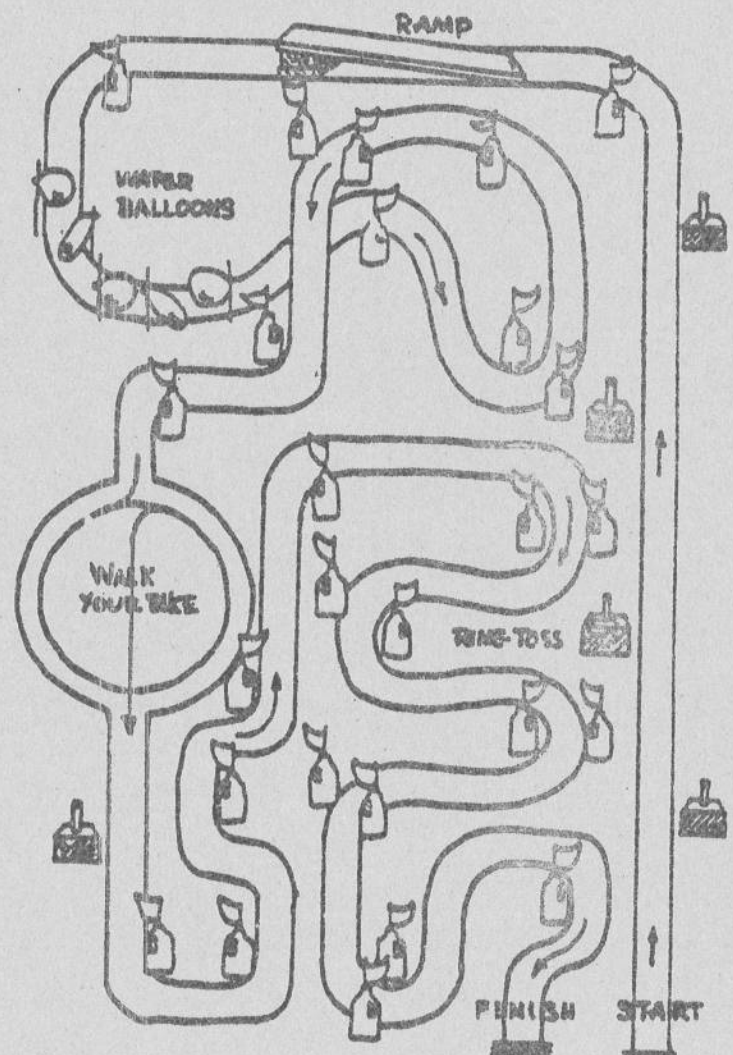
For another specialty on the slalom, tie water balloons to sticks. Set the sticks along the bicycle slalom course.

Station judges at strategic points along the course. Equip them with pencils and paper so that they can score the cyclists in their trip around the slalom. One judge will have a stopwatch or watch with a sweep-second hand. He will time each race, so he should be able to see both the starting and finish lines.

Set up the scoring for the slalom any way you wish. One way is to give each entrant 100 points. For each error or successful feat, add or subtract points.

### SAFETY SCORE

- \* Subtract 1 point for failing to properly signal at turns. Use left arm signals.
- \* Add 1 point for returning hand to handlebar before actually beginning each turn.
- \* Subtract 1 point each time the bike leaves the path.
- \* Subtract 1 point for knocking over markers.



### SKILL SCORE

- \* Add 2 points for each successful ring toss.
- \* Add 5 points for cyclist with fastest time around course.
- \* Add 2 points for each balloon popped.
- \* Subtract 10 points if ramp jump is not successful.



## BIKE SAFETY INSPECTION CHECKLIST

OWNER'S NAME \_\_\_\_\_ AGE \_\_\_\_\_

ADDRESS \_\_\_\_\_ PHONE \_\_\_\_\_

BICYCLE MAKE AND MODEL \_\_\_\_\_ COLOR \_\_\_\_\_ FRAME SIZE \_\_\_\_\_

WHEEL SIZE \_\_\_\_\_ LICENSE NO. \_\_\_\_\_ SERIAL NO. \_\_\_\_\_

-----

### INSPECTION CHECK SERVICE CHECK

OK NO OK NO

#### STATION 1

- |   |                          |                          |                          |                          |
|---|--------------------------|--------------------------|--------------------------|--------------------------|
| Size - fit of bike to driver                        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Can driver straddle frame with both feet on ground? | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Check height of seat post (2" minimum in frame)     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Handlebars - tight and in line with wheel?          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Height below driver's shoulder level?               | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Height of stem 2" minimum in frame?                 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Grips tight and ends in good condition?             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Frame - all tubes in line, not bent?                | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Front fork straight, in good condition?             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Pedals - tight, intact, no binding?                 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

#### STATION 2

- |  |                          |                          |                          |                          |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| Wheels - both run true side to side and round?                                     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Spokes - good tension, none missing?   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Rims - no dents or kinks?  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Tires - good tread, no sidewall damage, valve stem straight and properly inflated? | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

#### STATION 3

- |                                     |                          |                          |                          |                          |
|-------------------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Bearings - no looseness or binding? | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Front wheel                         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Front fork                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Rear wheel                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Pedal crank                         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

## RULES OF THE ROAD

As an expert bike driver you will know and observe these rules:

1. Obey all stop signs and traffic signals, as if you were driving a car.
2. Ride only on the right hand side of the street, as near the curb as possible.
3. Ride single file on busy or narrow streets. Never ride more than 2 abreast.
4. Don't carry another person on your bicycle. It obstructs vision, makes steering and balancing difficult.
5. Don't "hitch on" to trucks or cars. Never "stunt" or race in traffic.
6. Always dismount and walk your bicycle across busy streets.
7. Don't "weave" in and out of traffic. Avoid sudden turns and stops.
8. Be alert for suddenly opened doors when passing parked cars.
9. Stop and make sure sidewalks and streets are clear when coming out of alleys and driveways.
10. Be sure your bicycle has good brakes, a horn or bell, a rear reflector and a headlight.
11. Never drive so fast as not to be able to stop in the assured clear distance ahead.
12. Always carry books or packages in a basket or carrier in order to have both hands free to control the bike.
13. Avoid crowding between cars at stop signs, or between a car and the curb.
14. Stunting and trick riding is always dangerous and should never be done on the street or where there is danger of collision with another person or fixed object.
15. Report all vehicle bicycle accidents to the police.
16. Avoid bumps, chuckholes, stones and slippery surfaces.

## BICYCLIST'S CODE

I appreciate the privilege of operating my bicycle on the streets of this community, and I pledge to do all in my power to live up to this responsibility.

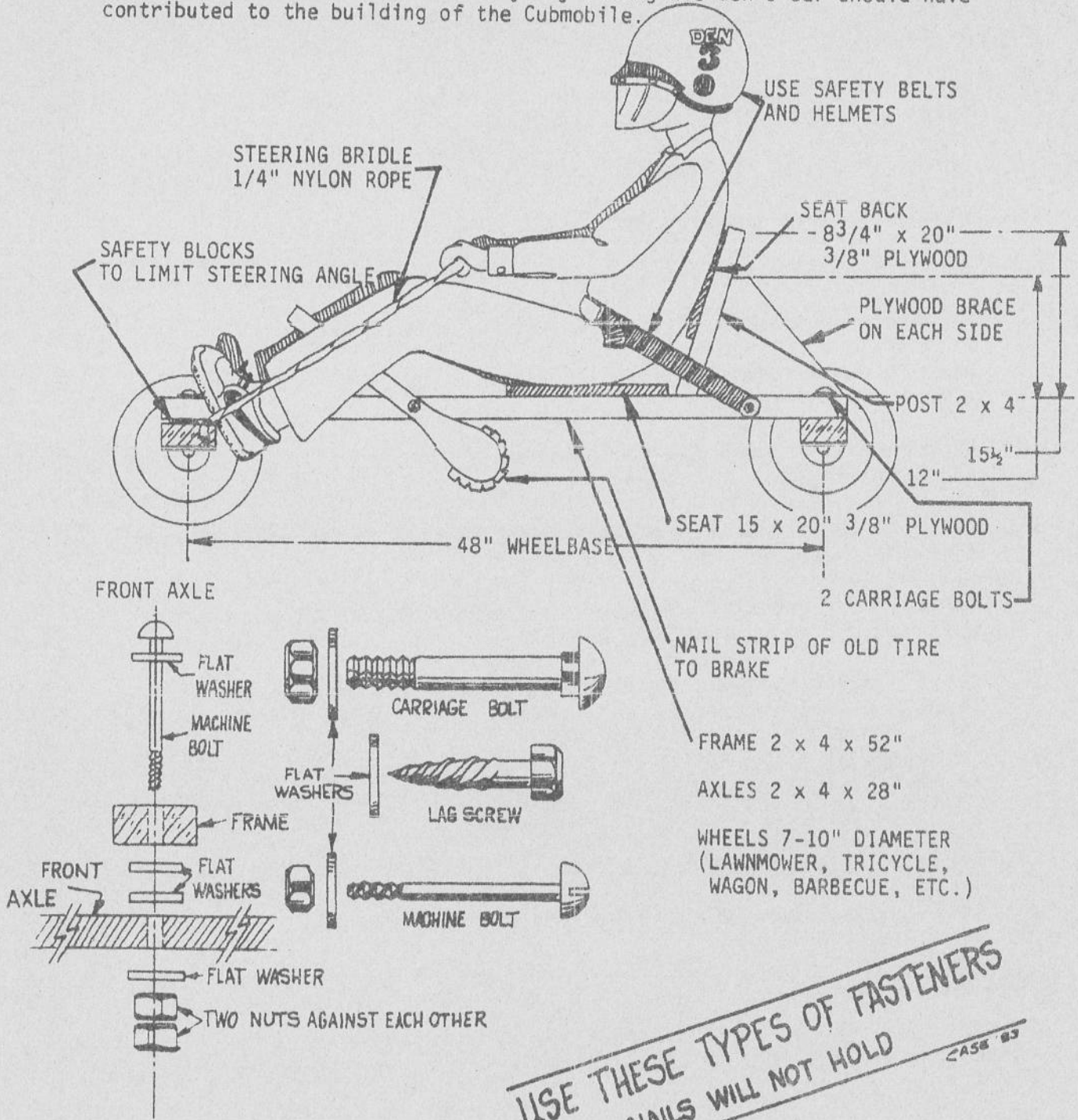
I will be a safe rider, and will do my best to obey all traffic laws and rules of safe cycling because I realize my parents are responsible for my behavior on a bicycle. I will try to reflect credit upon my parents, school and community for their expression of trust and confidence in my ability as a bicycle rider.

Signed, \_\_\_\_\_

## CUBMOBILE DERBY

Planning for a pack or district Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place and registration fee (if any).

It is best for each den to make a car, and it is recommended that no more than 8 boys race the same car. Any boy racing his den's car should have contributed to the building of the Cubmobile.



## CUBMOBILE DERBY

### THE TRACK

The best location is on a slight hill. If a city street is used, it is necessary to get permission from the city, county or park authority, depending where the race is located. The track must be a smooth surfaced hill which is neither too long nor too steep. The lanes should be well marked with chalk. Crossing over from one lane to another will happen, especially with inexperienced drivers, but boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. If a driver is fouled, he will be able to have a re-run, if desired. Set up and run the derby with a sense of caution.

### RACING PROCEDURE

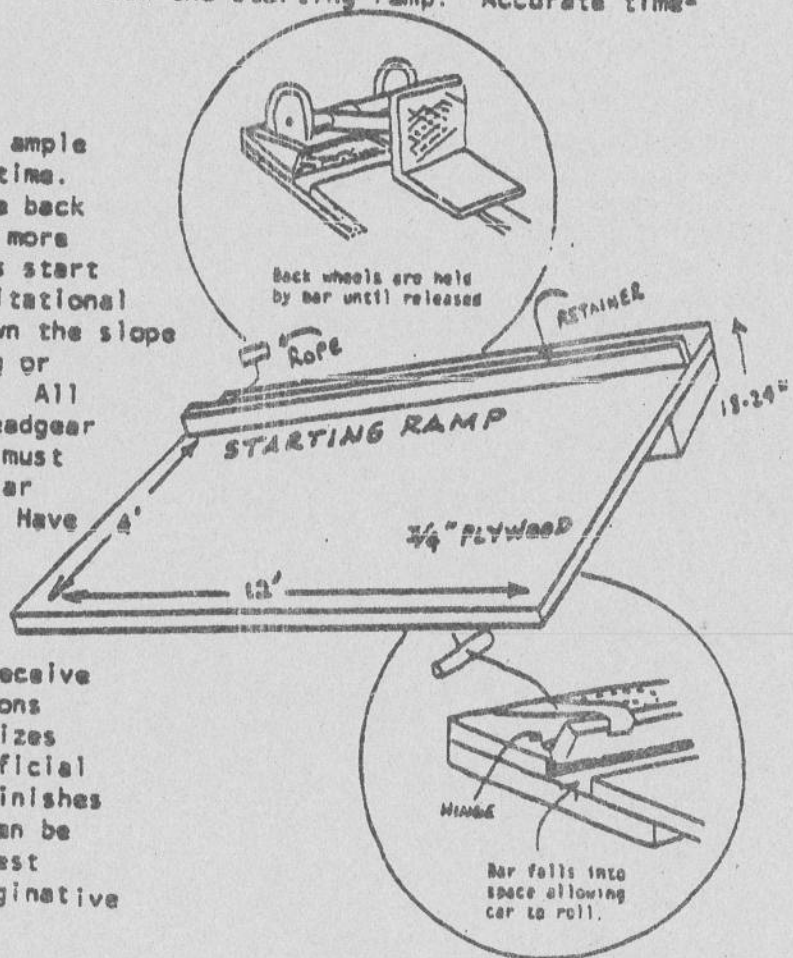
Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.

### THE STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with feet is permitted. All drivers must wear protective headgear during the race and seat belts must be fastened. Football or similar helmets are very satisfactory. Have a first aid kit handy.

### PRIZES

Each boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to the official time, not on the basis of who finishes first in each race. Trophies can be awarded for craftsmanship and best speed overall and for other imaginative categories.



## KITE DERBY

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby you'll need an open field, judges, and an announcer.

There may be several classifications of kites: Box, tailless, those with tails, etc.

### ENTRANCE REQUIREMENTS

1. All kites are dad-and-son made, (or substitute dad)
2. Each entrant may have his dad (or other adult) help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kites, except no fighting kites are allowed (glass, razor blades, etc. are not permitted)
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

### PRE-FLIGHT JUDGING

Prizes could be awarded for:

Smallest kite	Funniest kite
Largest kite	Prettiest kite
Strangest kite	Most unusual kite
Best craftsmanship kite	

### JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

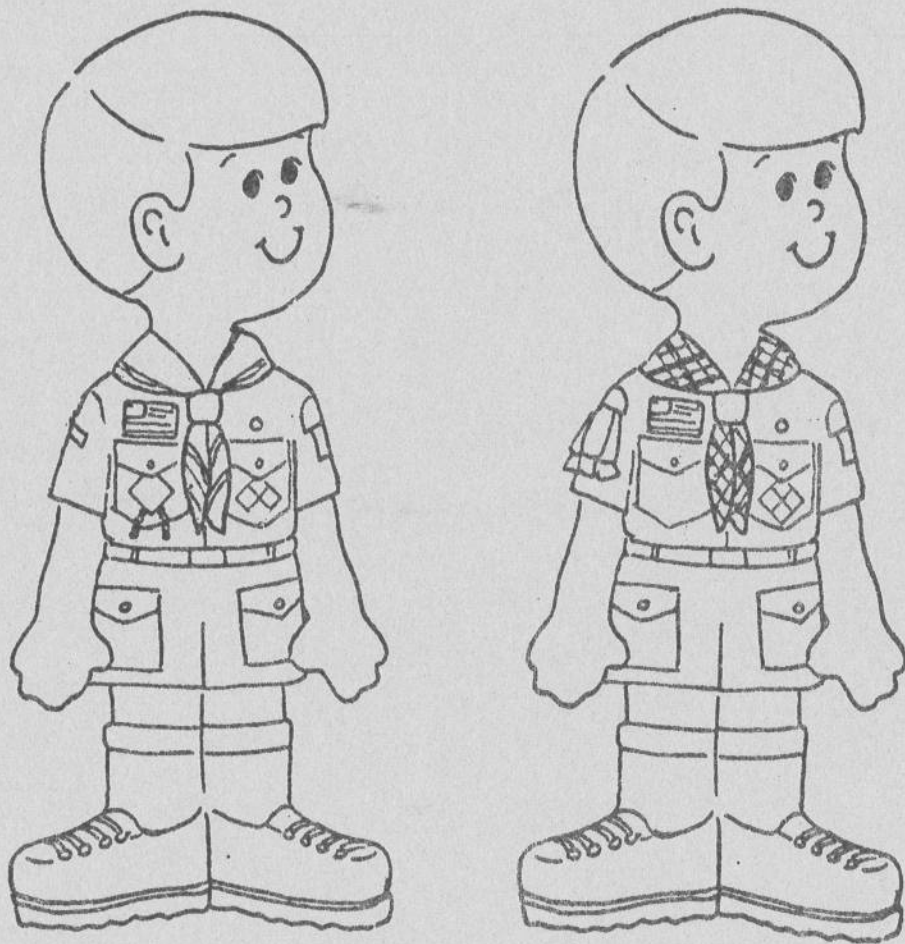
- First kite in the air.
- Highest after 5 minutes.
- Highest after 15 minutes
- Most stable flying.
- Most graceful in air.
- Fastest climbing.
- Best sportsmanship (boy)
- Most persistent flyer (boy)



You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others.

See "Cub Scout Activities" for more information on Kite Derby. See Wolf Elective 6 for Kite-Flying Safety Rules.

# CEREMONIES



and  
**ADVANCEMENT**

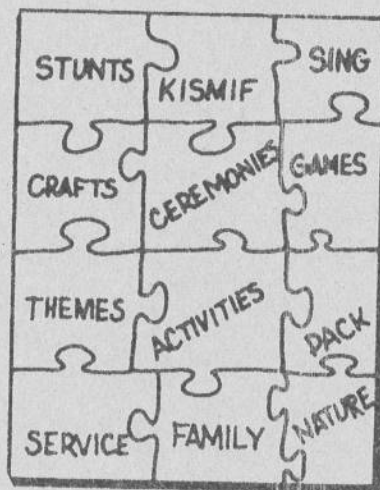
A boy may not be as good as you

tell him he is, but he'll

try harder there after.

## Ceremonies

Ceremonies are a very important part of the Cub Scout program.



This chapter contains only a few of the ceremonies that could be done at den and pack meetings.

Consult the "Staging Den and Pack Ceremonies" book, number 3212, for over 140 pages of ceremonies. If your pack library has an older printing of this book, number 3214, it can still be very useful to you.

Ceremonies may also be found in the "Cub Scout Leader Book", and pow wow books from our council and other councils.

More ideas for ceremonies may be found at your district's monthly roundtable meetings.

This chapter was prepared by William and Anna Lee of Winnebago District.



## Why do we use Ceremonies?

To focus attention on the Cub Scouts receiving awards and to recognize the parents of the boys at the same time.

To honor pack leaders, including den chiefs, for their efforts on behalf of the pack. Without these leaders there would be no pack.

To welcome visitors and guests.

To welcome new families into the pack. Both boys and their parents/guardians should be a part of any welcoming ceremony.

It is an opportunity to present the ideals of Scouting in a dramatic manner to the Cub Scouts being recognized and to those watching the ceremony

But the best reason is because the boys like them. If the ceremony is dramatic and includes them, they will remember it all of their lives and will work harder so they may be a part of it again.

## A Good Ceremony is:

Not too long.

Keep the speeches short and to the point. Don't use fancy words the boys will not understand. Remember, we are talking to 7, 8, 9, and 10 year olds.

Make sure that everyone can hear.

Rehearse if possible. You do not have to be word-for-word on your parts if the general idea is still there.

Don't use the same ceremony too often. Use another or change the first one around so that it is different.

Keep it serious and avoid laughs.

## Parent-Pack Cooperation

An induction ceremony for new parents

PERSONNEL: Cubmaster, new Bobcats, parents.

EQUIPMENT: 3 branches (or broomsticks), rope, Bobcat badges with pins.

### CUBMASTER:

"We have some newcomers with us tonight. Will these boys and their parents who have just joined our pack please come forward." [Bobcat candidates, with parents/guardians, come forward when their names are called.]

"Before your Bobcat badges and registration certificates are presented to you, I want you to repeat with me The Cub Scout Promise and The Law of the Pack. Give the Cub Scout Sign." [They give sign and repeat Promise and Law.]

"Your parents will help you through the Cub Scout ranks--Wolf, Bear, and Webelos--just as they have helped you become Bobcats. It will be their privilege not only to share in your Cub Scouting fun, but also to present your first Cub Scout badge and your registration certificate." [The Cubmaster requests parents of candidates to present Bobcat badges and registration certificates to their sons. After congratulating parents and boys, he inducts the families into the pack as follows.]

[Picking up the rope from the table...] "This rope represents the pack. [Picks up one of the branches...] "This represents all Cub Scouts joining the pack. [He ties the rope to the top of the branch with a simple knot, stands the branch on the floor, and lets go of it. It falls.] "The Cub Scout does not join the pack alone and, therefore, cannot stand alone in the pack."

[Picks up the second branch.] "This branch represents the parents joining the pack with their sons." [Cubmaster ties the two branches together at the top, stands them on the floor, and addresses one of the new Bobcats.] "What happens when just you and your parents join the pack?"

BOBCAT: "They will fall over."

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Parent-Pack Cooperation Ceremony, continued...

CUBMASTER:

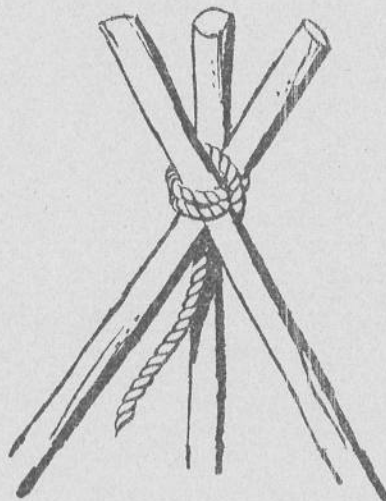
[Lets go of branch.] "That is right." [He picks up the third branch.] "This branch represents the pack." [He ties all three branches with the rope and spreads them at the bottom to form a tripod.] "Now, all three branches--the Scouts, parents, and the pack--support each other. This is exactly what happens in Cub Scouting."

"So, Cub Scouts, let us all stand together and help the pack go, and the pack will help the Cub Scout grow and give good will.

[To parents of new Bobcats] "Please give The Cub Scout Sign and repeat after me:

As a parent of a Cub Scout,  
I will do my best  
To help my son  
Live up to The Cub Scout Promise  
And obey The Law of the Pack.  
I will work with my son  
On his achievements and projects.  
I will attend the pack meetings  
And help as needed  
To make the pack go.

Welcome to Pack \_\_\_\_\_! Thank you. Please be seated.



## Mountain Trail Advancement Ceremony

**EQUIPMENT:** poster of mountain (see drawing below), trail markers for each rank.

**PERSONNEL:** all advancing Cub Scouts and Webelos Scouts; Cubmaster (or Assistant Cubmaster or Advancement Chairman) is the narrator.

**PROCEDURE:** Boys enter and place their rank's trail marker in the appropriate place. Cubmaster presents badges to parents as each trail marker is put in place.

"As we go through life we travel many trails, overcoming many obstacles in trying to achieve our goals. In Cub Scouting our boys' adventures lead them up Akela's trail in search of the Arrow of Light. The trail begins with Bobcat." [Boys enter with Bobcat trail marker.]

"An exciting new world opens for the new Cub Scout. The upward climb begins toward his Wolf badge." [Boys receiving Wolf enter with their sign and place on poster.] [Present badges to parents who in turn present them to their sons.]

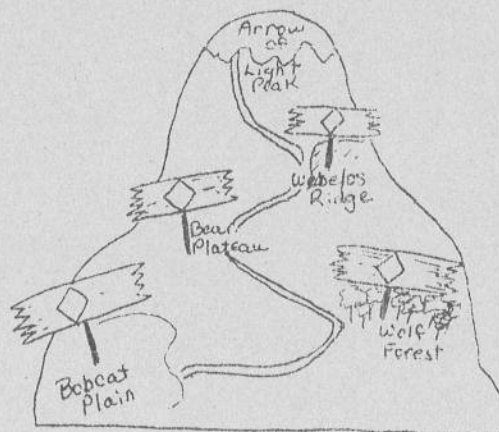
"The next year he ascends to the Bear level. [New Bears enter with their trail marker.]

"As the climb becomes even steeper, he reaches Webelos Scout." [Webelos Scouts enter and place their trail marker.]

"He is almost at the top now where he will find the Arrow of Light." [Boys bring in Arrow of Light trail marker.] "But there are new challenges ahead because now we see the Boy Scout advancement trail--another mountain you can climb all the way to Eagle Scout. I hope that all of you will set your sights on that great award. But for now, let's all give a cheer to these boys who have made big steps up the Cub Scout advancement trail." [Lead a cheer.]

### HELPFUL HINTS:

Ask everybody to give a cheer after each advancement in rank: the Bobcat Cheer after the Bobcat badge presentations ("me-e-o-o-w" like a bobcat), the Wolf Cheer after the Wolf badge presentations (howl like a wolf), the Bear Cheer after the Bear badge presentations (growl like a bear), or the Webelos Scout Cheer after the Webelos badge presentations (shout "We'll be loyal Scouts!").



## Neckerchief Ceremony

This ceremony can be used for a boy changing levels/advancing in rank.

**PERSONNEL:** The LEADER can be a den leader, Webelos den leader, Cubmaster, or Scoutmaster. The ASSISTANT LEADER can be a den chief or patrol leader. A denner or assistant patrol leader may also help.

**EQUIPMENT:** proper neckerchief for each boy (save time by having neckerchief rolled and ready to put on); make sure new boys also have slides available. New handbook is optional.

**ASSISTANT LEADER:** "Would Cub/Webelos Scout \_\_\_\_\_ please come forward. I present you with your new handbook for \_\_\_\_\_ (Wolf, Bear, Webelos, or Boy Scout) \_\_\_\_\_, so you can start off in a new adventure."

**LEADER:** So you will never be out of Scouting, I will place your new neckerchief over your old one." [Take new neckerchief and place it over the top of existing one. Pull off the old slide and place it or a new one on the new neckerchief.]

"Would \_\_\_\_\_ (denner or assistant patrol leader) \_\_\_\_\_ please remove the old neckerchief." [Denner/assistant patrol leader pulls off old neckerchief and gives it to the leader.]

**LEADER:** "Congratulations! We know you will continue to work hard and do your best."

## Secret Code Advancement Ceremony

[The Cubmaster calls forward advancing Cub Scouts and their parents. Then, on a blackboard or sheet of newsprint or other large poster or paper, he writes: THGIL FO WORRA OT TACBOB -- the backward spelling of BOBCAT TO ARROW OF LIGHT.]

The Cubmaster asks, "Can any of you Cub Scouts tell me what I have written in secret code?"

When the boys have figured it out, the Cubmaster continues:

"That's right -- it's the Cub Scout advancement trail -- from Bobcat to Arrow of Light.

There is no secret how you move along that trail. You do it by passing certain requirements that are lots of fun and teach you many new skills.

You need the help and encouragement of your parents, too, and that's why we always invite them to join you when you receive your new badge.

Now I will give your new badges to them and ask them to pin them on your uniforms."

[Distribute awards one at a time, announcing the name of each recipient.]

## Showtime Advancement Ceremony

An advancement ceremony  
where the boys show or demonstrate  
something they have done  
to earn the badge of rank.

**EQUIPMENT:** badges, pins, and cards for each advancement in rank, balloon for each advancing boy.

**PREPARATION:** Put a badge of rank inside a balloon (do not blow up balloon). Keep balloons and cards together so the boys receive the correct badges of rank. Set up and decorate four showcase areas (remember K.I.S.M.I.F.--Keep It Simple, Make It Fun).

**PERSONNEL:** Award/Advancement Chairman, Cubmaster or Assistant Cubmaster.

### AWARD/ADVANCEMENT CHAIRMAN:

"Tonight at our Family Showtime we will have four special family shows.

In our first showcase we have \_\_\_\_\_ (boys' names) \_\_\_\_\_ who have earned the BOBCAT BADGE. Would you and your parent(s) please come to Showcase #1.

In the second showcase we have \_\_\_\_\_ (boys' names) \_\_\_\_\_ who have earned the WOLF BADGE. Would you and your parent(s) please come to Showcase #2.

In the third showcase we have \_\_\_\_\_ (boys' names) \_\_\_\_\_ who have earned the BEAR BADGE. Please come forward with your parent(s) to Showcase #3.

In Showcase Number 4 we have \_\_\_\_\_ (boys' names) \_\_\_\_\_ who have earned the WEBELOS BADGE. Please come forward with your parent(s) to Showcase #4."

### CUBMASTER:

[Ask the BOBCAT Cub Scouts to tell the Cub Scout Motto--"Do Your Best" (or some other requirement for the Bobcat badge). Hand a balloon to the parents along with the pin and card.

continued on next page

Showtime Advancement Ceremony, cont.

Ask the WOLF Cub Scouts to do the "crab walk" (or something else from Wolf Achievement 1 or any other achievement). Hand a balloon, card, and pin to the parents.

Ask the BEAR Cub Scout to demonstrate the "gorilla walk" (or something else from Bear Achievement 16 or any other achievement). Hand the parents a balloon, card, and pin.

Ask the WEBELOS Cub Scouts to say the Boy Scout Motto--"Be Prepared" (or some other requirement for the Webelos Badge). Give the parents the balloon, pin, and card.

Cubmaster steps in front of all the showcases and talks to all Cub Scouts and parents.]

"On the count of 3, I want the parents to blow up the balloon. Tie it and hand it to your Cub Scout. I want the Cub Scouts to sit on the balloon until it breaks. Inside the balloon is the Cub Scout's badge of rank. Parents will then present the badge to their Cub Scout and the Cub Scout present the pin to the parents."

[Cubmaster then calls for a round of applause.]

HELPFUL HINT: The rest of the awards could be placed on the awards board and balloons stuffed with slips of paper to redeem for the earned award. That way, each Cub Scout could blow up the balloon, break it by sitting on it, and receive his award.

VERSION 2: Eliminate the balloons and the showcase. The boys would show or demonstrate something they have done to earn the award.



## Tiger Cub Graduation Ceremony



**EQUIPMENT:** 4 candles in holders set on a table, and a neckerchief for each boy.

**PERSONNEL:** narrator and pack representative.

**HELPFUL HINTS:** The pack committee and the Tiger Cub parents should arrange ahead of time the details of purchasing the neckerchiefs. To save time, have the neckerchiefs rolled and ready to put on.

Tonight a number of Tiger Cubs will graduate into Cub Scouting. These boys and their families have completed a year of various activities which have helped them grow.

Four basic rules of good living. These four candles represent these rules:  
[Light a candle as each rule is read.]

**LOVE OF GOD AND FAMILY:** gave a chance for moms and dads to play and work together, which built a stronger relationship and helped the boys appreciate the world around them that was made by the creator of all.

**LOVE OF COUNTRY:** parents and boys worked, learning more of their community and importance of being good citizens.

**LEARN ABOUT THE WORLD:** they explored ways of travel; learned about the environment in which they live.

**TIGER CUB MOTTO:** Search, Discover, Share.

These boys and their families are moving up the scouting ladder in the Cub Scouts. Now, Tiger Cub parents, do you pledge your support in the Cub Scout program.

Now will all the Cub Scouts stand up.

Will the Cub Scouts and the Tiger Cubs give the Cub Scout Sign?

Please repeat after me The Cub Scout Promise:

I promise to do my best,  
to do my duty to God and my country,  
to help other people,  
and to obey The Law of the Pack.

At this time, may I present \_\_\_\_\_ of Pack \_\_\_\_\_ who will accept you into the pack and present you with your Cub Scout neckerchief. I am sure he has a few words of welcome for you and your parents.





## Shere Khan Wolf Advancement Ceremony

**PERSONNEL:** Father Wolf, Mother Wolf, "Shere Khan", man cubs, parents, Akela, Cubmaster.  
**EQUIPMENT:** Large name cards to identify characters, Wolf badges.

**AKELA:** Our scene starts in the cave of Mother Wolf and Father Wolf.

Mother Wolf, Father Wolf, and the man cubs have just settled down for the evening. Shere Khan, the tiger, lurks outside. Suddenly the moonlight is blocked by the great head and shoulders of Shere Khan.

**FATHER WOLF:** What does Shere Khan want?

**SHERE KHAN:** The man cubs. Give them to me.

**FATHER WOLF:** The wolves take orders only from Akela, the head of the wolf pack. The man cubs are ours.

**SHERE KHAN:** The man cubs are mine -- give them to me.

**MOTHER WOLF:** The man cubs are ours. They shall not be harmed. They shall live happily, to run and hunt with the pack.

**SHERE KHAN:** We will see what the pack will say about this.

**FATHER WOLF:** Shere Khan is right. What will the pack say?

**AKELA:** Our scene now shifts to the pack meeting.

**SHERE KHAN:** Akela, the man cubs are mine. Give them to me.

**AKELA:** These man cubs have shown themselves worthy of the Wolf rank in our pack. They have learned how to handle tools and how to display the flag; they know how to be healthy and safe. They have learned to serve the community and to conserve energy.

They are physically active and like to read and care for books. They have fun with their families and have collected useful and beautiful things. They obey our country's laws and worship God. The members of the pack want them to have the mark of the Wolf.

[The cubmaster asks the parents to join their sons. He presents the Wolf badges to the parents, thanking them for working through these achievements with their Cub Scout sons. The parents then present the badges to their sons.]



## Hunters Bear Advancement Ceremony

PERSONNEL: Two leaders dressed as hunters, advancing Cub Scouts and parents.

EQUIPMENT: Bear badges. ARRANGEMENT: The two leaders walk through the pack while talking:

NO. 1: I'm going on a bear hunt.

NO. 2: For a big bear?

NO. 1: No, not in size, but big in ideals.

NO. 2: Can I go along?

NO. 1: Yes, but I am looking for a Cub, and you may have to help me with his parent(s).

NO. 2: O.K., but are they dangerous?

NO. 1: No, but they are smart.

NO. 2: Why is that?

NO. 1: Well, you see, they have taught the Cub many things.

NO. 2: Oh, you mean they are wise.

NO. 1: Yes. [Quietly:] I think I see him. Yes, that's him. I'll get the Cubs, you get the parent(s).

[They escort the boys and parents forward.]

NO. 2: Wait a minute. These aren't wild animals!

NO. 1: I never said I was going after wild animals. This is \_\_\_\_\_ (boy's name) \_\_\_\_\_, and he has completed 12 very exciting achievements.

NO. 2: Congratulations, \_\_\_\_\_ (boy's name) \_\_\_\_\_. I see you have done a fine job.

NO. 1: Yes, he has done a fine job indeed, but he had help at home from his family. Before we give \_\_\_\_\_ (boy's name) \_\_\_\_\_ his Bear badge, I would like to say thanks to his family for helping \_\_\_\_\_ (name) \_\_\_\_\_ grow.

NO. 2: Are these his parents?

NO. 1: Yes.

NO. 2: \_\_\_\_\_ (Parents' names) \_\_\_\_\_, would you please present your son \_\_\_\_\_ (boy's name) \_\_\_\_\_ with his Bear badge? [They do.]

NO. 1: \_\_\_\_\_ (Boy's name) \_\_\_\_\_, you are indeed like a bear. You have shown yourself to be keen of eye and spirit. Go forth and continue to grow.



## Webelos Badge Advancement Ceremony

**PERSONNEL:** Cubmaster or Assistant Cubmaster, Webelos Leader or Assistant Webelos Leader, Webelos Scouts, and their parents.

**EQUIPMENT:** Webelos badges, safety pins.

**CUBMASTER:** When our boys become Cub Scouts, they work to earn four badges to form a diamond on their left pocket. First they must earn their Bobcat badge. Next, they earn the Wolf badge and then they go on to achieve the Bear badge.

The final part of the Cub Scout diamond is earned as they move up the Scouting trail into the Webelos den. Our Webelos leader will tell us what is required to earn this badge.

**WEBELOS LEADER:** The Webelos badge is earned

--by having an adult family member read and sign the Parent Guide in his "Webelos Scout Book",

--by being active in the den for 3 months,

--by explaining the meaning of the Webelos badge,

--by explaining the parts of the Webelos uniform,

--by earning Fitness and two other activity badges,

--by planning and leading a flag ceremony in his den,

--by understanding the requirements for becoming a Boy Scout,

--and by becoming actively involved in his own religious faith.

He must also understand and agree to follow the Outdoor Code.

This step on the Scouting trail prepares our boys to earn the highest Cub Scout award, the Arrow of Light, and move on to a Boy Scout troop.

Tonight, Webelos Scout       (name)       has earned this final section of the diamond.

Will Webelos Scout       (name)       and his parents please come forward. [They do.]

Webelos Scout       (name)      , you have completed the activity badges       (name them)      , and demonstrated that you understand the Scout Oath, Law, motto, and slogan. You have also learned the Scout sign and handshake along with the Scout salute, and completed the other requirements of this badge.

I am very pleased to present this Webelos badge to your parents to pin on your uniform.  
[Repeat this for each Webelos Scout who receives the badge.]

**CUBMASTER:**

We are very proud of the Webelos Scouts who have received the Webelos Badge tonight. The final step as a Cub Scout before graduating to a Boy Scout troop will be to earn the Arrow of Light Award. I look forward to presenting this to you in the future.

Congratulations!

## ARROW OF LIGHT CEREMONY



**EQUIPMENT:** Seven candles arranged on a table or a ceremony board; an Arrow of Light emblem enlarged (see next page).

**PERSONNEL:** Webelos Den Leader and Assistant Webelos Den Leader, Cubmaster and Assistant Cubmaster, somebody to turn out the house lights.

**Webelos Den Leader:** [Calls all the candidates and parents up front.]

[Turn off lights.]

**Assistant Cubmaster:** [arranges the candidates and parents behind the ceremonial table.]

**Webelos Den Leader:** [pointing to Arrow of Light on the ceremonial table]: "Scouts, with your parents help, you have completed the four ranks of Cub Scouting--Bobcat, Wolf, Bear, and Webelos Scout--and will soon graduate into Boy Scouting. The emblem you see before you represents the Arrow of Light Award. The seven candles represent the rays in the Arrow of Light. Each candle represents the seven great virtues of life."

**Webelos Den Leader:** "WISDOM" [reads the virtue and lights first candle]

**Assistant Webelos Den Leader:** "Wisdom does not necessarily mean superior knowledge. It means to use your knowledge in a way that will be positive and helpful."

**Webelos Den Leader:** "COURAGE" [lights next candle]

**Assistant Webelos Den Leader:** "Courage is not the quality that enable men to meet danger without fear; it is being able to meet danger in spite of one's fear."

**Webelos Den Leader:** "SELF CONTROL". [lights next candle]

**Assistant Webelos Den Leader:** "Self control isn't limited to the control of one's temper, but control of one's self in all things such as eating, playing, and even working and talking."

**Webelos Den Leader:** "JUSTICE" [lights next candle]

**Assistant Webelos Den Leader:** "Justice is the practice of dealing fairly with others, without prejudice or regard to race, color, or creed."

Continued on next page.....

Arrow of Light Ceremony, continued...

**Webelos Den Leader:** "FAITH" [lights next candle]

**Assistant Webelos Den Leader:** "Faith is the conviction that something unproved by physical evidence but yet is true. Someone once said faith was, when you turned the light switch, you knew the light would go on."

**Webelos Den Leader:** "HOPE" [lights next candle]

**Assistant Webelos Den Leader:** "Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community."

**Webelos Den Leader:** "LOVE" [lights last candle]

**Assistant Webelos Den Leader:** "There are many kinds of love--love of family, love of home, love of fellow man, love of God, and love of country. All these loves are necessary for a full life."

**Assistant Cubmaster:** "If you live by the seven great virtues you will become a happy man, and a happy man is a successful man. The Boy Scout Law is a continuation of the seven virtues of the Arrow of Light. Scouts, follow the Scout Law as you have followed the path lit by the Arrow of Light."

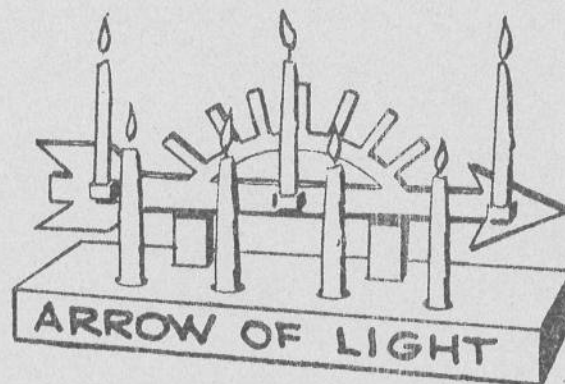
**Cubmaster:** "Arrow of Light is the highest rank a boy can earn in Cub Scouting. It is also the only award than can be carried over and worn on a Boy Scout uniform. Parents, I commend you for the support you have given your son during these past years. It is my honor to present these scouts this grand award."

[Turn on lights.]

**Cubmaster/Assistant Cubmaster:** [awards the Arrow of Light]

**Cubmaster:** "Pack \_\_\_\_, let all stand and congratulate these fine young men and their parents!"

More ideas for Arrow of Light ceremonies and props may be found in the Staging Den and Pack Ceremonies Book, No. 3212 or 3214. Also consult pow wow books from our council and other councils. This was submitted to a 1989 Maunhaateese District roundtable newsletter by Russ Moser.



**Blue and Gold  
Opening Ceremony**  
for any time of the year

**PREPARATION:** Make 11 large cards with the letters B-L-U-E-A-N-D-G-O-L-D printed on one side, one per card. Decorate as you wish. Print or type the verse on the back of each letter to eliminate the need for memorization.

**HELPFUL HINT:** 9" x 12" construction paper is a good size for the cards; although, you may make them any size you wish. Cut letters out of contrasting color paper and glue onto card.

**PERSONNEL:** 11 boys.

**B -- is for BOYS:** bobcats, wolves, bears, and webelos scouts.

**L -- is for LEADER:** the cubmaster who guides us.

**U -- is for UNDERSTANDING:** we learn to help others.

**E -- is for EXCELLENCE:** we try to "do our best".

**A -- is for ANNIVERSARY:** Cub Scouting's \_\_\_\_th.

**N -- is for NEIGHBORHOOD:** where Cub Scout dens meet each week.

**D -- is for DEN CHIEF:** Boy Scouts who help us in many ways.

**G -- is for GOALS:** for which Cub Scouting stands.

**O -- is for OPPORTUNITIES:** for boys to learn and do.

**L -- is for LEARNING:** wish it could all be this much fun.

**D -- is for DEN LEADERS:** who love us and help us.

**How to Dress a Cub Scout  
Opening Ceremony**

"To make sure all of our Cub Scouts get off on the right foot, we are going to give you a hand with information about your uniform so you can go ahead in Scouting!

1. Whenever you go, even to a dance,  
you would not go without your pants.
2. Given to each is a belt so blue,  
and make sure all the loops you go through.
3. The shirt comes next, so neat and clean,  
but tuck that tail in so it cannot be seen!
4. The neckerchief should be rolled nice and tight,  
so only six inches behind your neck is in sight.
5. To complete the uniform you will need a cap.  
Wear it smartly so you won't be a sap.
6. The rank is worn on the pocket and arm,  
so all may see how you're progressing along. [Point to the ranks on pocket and arm.]
7. Please don't forget dark socks and in your shoes, laces.  
And always remember a smile on your face.

So welcome, new Cub Scouts!  
Wear your uniform with pride.  
For on your example, much may ride!"

(From a Detroit Area Council pow wow book.)

## The Family Tree Ceremony

This can be an opening or a closing ceremony.

EQUIPMENT: none.

PERSONNEL: Cubmaster or other adult.

"A family is like a strong and beautiful tree. The family's faith in God are it's roots. The parents make up the trunk of our family tree and the children are the branches.

A poet named Helen Crawford made that comparison in a poem I would like to read to you. It's called "The Family Tree" and it goes like this:

There's one thing in God's nature world  
That means a lot to me.  
It symbolizes much of life.  
It is a lovely tree.

With roots so deep in God's rich earth,  
It's not disturbed by weather,  
Like families with faith in God  
Who live in peace together.

Its trunk, the body strong and firm  
Like parents everywhere,  
To guide, control, direct, sustain  
The offspring which they bear.

The branches which like children spread  
In every known direction.  
Until the fruitage of their growth  
Has reached its full perfection.

And so a tree appears to me  
The gem of God's creation,  
As it portrays our families  
Which constitute a nation.

Each of us can do our part to make our family tree stronger and more beautiful. How? By loving all the family members. Children can do it by obeying their parents, and parents by showing love and fair play to their children. Let's all resolve to strengthen our family trees."

[If this is a closing ceremony you may add: "Goodnight Scouts."]

# Summer

## An Opening Ceremony

### PREPARATION:

Create 6 cutouts of things associated with summer picnics: sandwich, popsicle, slice of watermelon, hamburger, hotdog, and exploding firecracker (see drawings below for ideas).

Each cutout should include one letter of the word "SUMMER". Print the word "THANKS" on the other side.

Make the cutouts any size you like. Consider asking the boys to help. Use poster board or heavy paper.

PERSONNEL: 6 boys.

PROPS: picnic basket with cards inside.

### PROCEDURE:

The Cub Scouts come out and get their cards out of the picnic basket and line up so they spell the word "SUMMER".

After all the boys have said their lines, they turn over their cards to spell the word "THANKS".

S -- is for **SUMMER** which is already here.

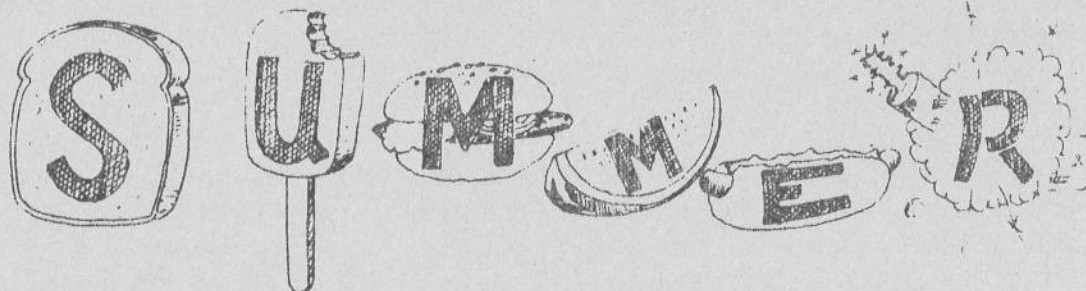
U -- is for **US** boys who need Scouting all year.

M -- is for **MANY** outings which Cub Scouting does bring.

M -- is for **MORE** fun, cause that's our thing.

E -- is for **EVERY** parent who does their share.

R -- is for a **ROARING** summer program you've planned 'cause you care!



### HELPFUL HINTS:

Practice entering, lining up, and leaving the stage or front of the room. Practice having the boys speak over or around the posters. Avoid holding the poster directly in front of the face as this muffles the sound. You may ask them to hold the posters up high after they have spoken their lines. Practice--but not too much.



## Historic Flag Ceremony

### An Opening Ceremony

"Our American flag is a symbol of a growing, changing, dynamic nation. It is the flag of the people, all the people in the United States of America. It is a flag of glory from the past and, like our country, it has a great future.

Men have defended this flag with their blood and their lives because it stands for all that is good about our country. Others have defiled the flag as a symbol of things about the United States they don't like. In each case, it wasn't the flag that was defended or attacked, but rather the nation itself.

No country has ever given its citizens a better chance. In spite of this, there are those who have grave doubts about our country. The United States is great. A penalty of greatness is in not being as great as some people think you should be.

Many flags have flown over our great country down through the years. Some were the flags of other countries such as Spain, France, England, The Netherlands, Sweden, and the Kingdom of Hawaii, to name a few. Here is one which has flown over what is now American soil:

**THE GADSDEN FLAG:** The Gadsden Flag, named after Colonel Christopher Gadsden of South Carolina, was flown early in 1776 by Commodore Esek Hopkins of Rhode Island, first Commander-in-Chief of the Continental Fleet. Its inscription represented a warning by the colonists to the British. It read, "Don't Tread on Me". This flag is more commonly known as the rattlesnake flag.

**The "STAR SPANGLED BANNER:** Shortly before the War of 1812, two new states were added to the Union and a flag consisting of 15 stars and 15 stripes was created. This Star Spangled Banner, flying over Fort McHenry during a British naval bombardment, inspired Francis Scott Key to compose what later became our National Anthem. The restored flag now hangs in the Smithsonian Institute in Washington, D. C.

Since 1812 the union of the American flag has added a star for each state to become the flag we know today. Today's 50 star flag has been in use since July 4, 1960. Ladies and gentlemen, the Flag of the United States of America!"

[Ask everyone to stand and join in saying The Pledge of Allegiance to the Flag.]

## Cub Scout Naturalist

### Closing Ceremony

**ARRANGEMENT:** 7 boys line up on stage or in front of room, side by side. Each holds a card with one of these letters printed on it: A-M-E-R-I-C-A. As his turn comes, he holds up his card and says his lines.

- A - America abounds in beautiful sights.
- M - Making it beautiful is one of our rights.
- E - Each of us is proud of our U.S.A.,
- R - Rolling hills and lakes in which we can play.
- I - Instead of littering and spoiling our land,
- C - Crusade to keep America beautiful and grand,
- A - And then we can always be proud of our land.



See Staging Den & Pack Ceremonies Book for these ceremonies: "Outdoor Code", "Keep America Beautiful", and "Nature".

## A Careful Scouter

This could be read as a closing ceremony.

A careful Scouter I ought to be,  
A little Scout follows me.  
I do not dare to go astray,  
For fear he'll go the self same way.

Not once can I escape his eyes,  
What ever he sees me do he tries.  
Like me, he says he's going to be--  
That little Scout that follows me.

I must remember as I go,  
Through summer sun and winter snow.  
I'm building for the years to be,  
That little Scout who follows me.

Author Unknown



## Living Circle Closing Ceremony

Each den forms a "living circle" (see Wolf Cub Scout Book).

The Cubmaster or other adult says, "Each of your dens represents a constellation just like those in the sky. The stars in the constellation are true and constant. You can depend on them. Let us all try to develop that kind of loyalty to our den, our pack, and to Scouting. Will you try to do your best?"

Cub Scouts answer, "We'll do our best!"

Cubmaster says, "Good night, Cub Scouts."

## Pack Closing Ceremonies

Closing ceremonies should be brief and serious without being solemn. Use this time to mention any special events, activities, and the theme, date, or time scheduled for the next month pack meeting. This ceremony should inspire and motivate boys and adults. Sometimes a Cubmaster's Minute (a short, inspirational thought) is used. The last few minutes are often the longest remembered.

Use one of these 8 ideas or use a ceremony from another resource such as the Staging Den and Pack Ceremonies Book.

1. A Cub Scout, Den Chief, or older brother Explorer Scout holds the U. S. flag. All lights are switched off. Flashlights are turned on the flag while everyone sings "The Star Spangled Banner".
2. Talk about the flag and how much it means to you. Point out that the flag is made up of thousands of individual threads and stitches, but because each one does its job and because they all stick together, they make the flag of our country. In the same way, the country is made up of millions of people, each of whom must do his part. Close with The Pledge of Allegiance.
3. We thank you God, for Scouting, and all it means to us. We thank you for the fun and the things we learn to do; and the opportunities of helping other people, which is our way of trying to serve you. Amen.
4. Each Scout holds up a card with the slogans as they read lines:
  - 1st Cub Scout: DO YOUR BEST in everything you do on life's way.
  - 2nd Cub Scout: ALWAYS BE FRIENDLY to brighten other's day.
  - 3rd Cub Scout: GIVE AWAY YOUR SMILES for 'tis rewarding indeed.
  - 4th Cub Scout: BE PREPARED to help others in their daily need.
  - 5th Cub Scout: BE HONEST AND SINCERE towards others you meet.
  - 6th Cub Scout: BE LOYAL AND TRUE a most commendable feat.
  - 7th Cub Scout: COUNT YOUR BLESSINGS, being thankful for each day, for wonderful opportunities that come your way.
  - 8th Cub Scout: GOOD NIGHT to each and everyone of you. May these thoughts stay with you your whole life through.
5. Repeat "The Cub Scout Promise" and "The Law of the Pack".
6. Do a ceremony suggested by the monthly program theme.
7. Sing a song ("Good Night, Cub Scouts", "America", or other song from The Cub Scout Song Book).
8. Do a skit.

## The All-Purpose, All-Occasion, Do-Anything Generic Ceremonies Creator

### DIRECTIONS FOR USE:

1. Choose one or more phrases from each list.
2. Assemble the necessary PROPS.
3. Add your own PERSONAL WORDS for each occasion.
4. Conduct the successful ceremony.

### A. WOULD THE FOLLOWING PLEASE COME FORWARD:

Cub Scout(s)	leader(s)	special event
Webelos Scout(s)	parent(s)	den(s)

### B. BEFORE YOU IS:

a candle	a drum	a bucket	a branch
a torch	a cross	a tripod	a flashlight
a scout book	a neckerchief	a bridge	a picture
Akela	a trail	a box	your parents
a ladder	your leader	the pack	other: _____

### C. THIS REPRESENTS:

the spirit of scouting	fun and adventure	the family
the pack	the church	good deeds
your future	your den	your accomplishment
our dedication	your advancement	the world
character	fitness	our community
other: _____		

### D. YOU HAVE EARNED THIS AWARD BY:

helping others	doing your best	completing achievements
joining our pack	helping boys grow	being a denner
being the best	helping with _____	selling the most _____
collecting _____	serving as _____	serving for ____ years
other: _____		

### E. PLEASE ACCEPT THIS AWARD AND CONTINUE TO:

do your best	come to meetings	work hard	grow strong
give goodwill	follow Akela	be you	follow the trail
help the pack go	help your son	other: _____	

Would the rest of the pack join me in congratulations for this award.  
[Lead an appropriate applause.]

THERE -- WASN'T THAT EASY?

IF GOD SHOULD SPEAK

"Our Father which art in heaven..."

YES!

Don't interrupt me. I'm praying ... "Our Father which art in heaven..."

THERE! YOU DID IT AGAIN.

Did what?

YOU CALLED ME. YOU SAID "OUR FATHER WHICH ART IN HEAVEN." I AM WHAT'S ON YOUR MIND.

But I didn't mean anything by it. I was, you know, just saying my prayer for the day. I always say the Lord's Prayer. It makes me feel good ... kind of like getting a duty done.

ALL RIGHT -- GO ON.

"Hallowed by Thy name."

HOLD IT! WHAT DO YOU MEAN BY THAT?

It means ... it means, good grief! I don't know what it means. How should I know? It's just part of the prayer. By the way, what does it mean ...

IT MEANS HONORED, HOLY, WONDERFUL.

Hey, that makes sense. I never thought about what "hallowed" meant before. "Thy kingdom come, Thy will be done, on earth as it is in heaven."

DO YOU REALLY MEAN THAT?

Sure, why not?

WHAT ARE YOU DOING ABOUT IT?

Doing? Nothing, I guess. I just think it would be kind of neat if you got control of everything down here like you have up there.

HAVE I GOT CONTROL OF YOU?

Well, I go to church.

THAT ISN'T WHAT I ASKED YOU. WHAT ABOUT THE HABIT OF

SELFISHNESS YOU HAVE? AND YOUR BAD TEMPER? YOU REALLY HAVE A PROBLEM THERE, YOU KNOW. AND THERE'S THE WAY YOU SPEND YOUR MONEY, ALL ON YOURSELF.

Stop picking on me! I'm just as good as some of the rest of the phonies at church!

EXCUSE ME. I THOUGHT YOU WERE PRAYING FOR MY WILL TO BE DONE. IF THAT IS TO HAPPEN, IT WILL HAVE TO START WITH THE ONES THAT ARE PRAYING FOR IT. LIKE YOU, FOR EXAMPLE.

Oh, all right. I guess I do have some hang-ups. Now that you mention it. I could probably name some others.

SO COULD I.

I haven't thought about it very much until now, but I really would like to cut out some of those things. I would like to, you know, be really free of those faults.

GOOD, NOW WE ARE GETTING SOMEWHERE. WE'LL WORK TOGETHER. YOU AND I. SOME VICTORIES CAN BE TRULY WON. I'M PROUD OF YOU.

Look, Lord, I need to finish; this is taking a lot longer than it usually does. "Give us this day, our daily bread."

YOU NEED TO CUT OUT THE BREAD. YOU'RE OVERWEIGHT AS IT IS.

Hey, wait a minute! What is this, criticize me day? Here I was doing my religious duty and all of a sudden you break in and remind me of all my hang-ups.

PAYING IS A DANGEROUS THING. YOU COULD WIND UP CHANGED, YOU KNOW. THAT'S WHAT I AM TRYING TO GET ACROSS TO YOU. YOU CALLED ME, AND HERE I AM. IT'S TOO LATE TO STOP NOW. KEEP ON PRAYING. I'M INTERESTED IN THE NEXT PART OF YOUR PRAYER.

I'm sacred too.

SCARED OF WHAT?

I know what you'll say.

TRY ME AND SEE.

"Forgive us our debts, as we forgive our debtors."

WHAT ABOUT BILL?

See! I knew it!. I knew you would bring him up. Why Lord, he's told lies about me, cheated me out of some money. He never paid back that debt he owes me. I've sworn to get even with him.

BUT YOUR PRAYER? WHAT ABOUT YOUR PRAYER?

I didn't mean it.

WELL, AT LEAST YOU ARE HONEST. BUT IT'S NOT MUCH FUN CARRYING THAT LOAD OF BITTERNESS AROUND INSIDE. IS IT?

No, but I'll feel better as soon as I get even. Boy, have I got plans for old Bill. He'll wish he never gypped me.

YOU WON'T FEEL ANY BETTER. YOU'LL FEEL WORSE. REVENGE ISN'T SWEET. THINK OF HOW UNHAPPY YOU ALREADY ARE. BUT I CAN CHANGE ALL THAT.

You can? How?

FORGIVE BILL, THEN I'LL FORGIVE YOU. THEN THE HATE AND SIN WILL BE BILL'S PROBLEMS AND NOT YOURS. YOU MAY LOSE THE MONEY, BUT YOU WILL HAVE SETTLED YOUR HEART.

But, Lord, I can't forgive Bill.

THEN I CAN'T FORGIVE YOU.

Oh. You're right. You always are, and more than I want revenge on Bill, I want to be right with You. (...pause and sigh...) All right, all right, I forgive him. Help him to find the right road in life, Lord. He's bound to be awfully miserable now that I think about it. Anybody who goes around doing the things he does to others has to be out of it. Some way, somehow, show him the right way.

THERE NOW! WONDERFUL. HOW DO YOU FEEL?

Hmmm. Well, not too bad, not bad at all. In fact, I feel pretty great! You know, I don't think I'll have to go to bed uptight for the first time since I can remember. Maybe I won't be so tired from now on because I'm not getting enough rest.

YOU'RE NOT THROUGH WITH YOUR PRAYER. GO ON.



Oh, all right, "And lead us not into temptation, but deliver us from evil."

GOOD, GOOD, I'LL DO THAT. JUST DON'T PUT YOURSELF IN A PLACE WHERE YOU CAN BE TEMPTED.

What do you mean by that?

CHANGE SOME OF YOUR FRIENDSHIPS. SOME OF YOUR SO CALLED FRIENDS ARE BEGINNING TO GET TO YOU. THEY'LL HAVE YOU COMPLETELY INVOLVED IN WRONG THINGS BEFORE LONG. DON'T BE FOOLED. THEY ADVERTISE THEY ARE HAVING FUN. BUT FOR YOU, IT WOULD BE RUIN. DON'T USE ME FOR AN EXCAPE HATCH.

I don't understand.

SURE YOU DO. YOU'VE DONE IT A LOT OF TIMES. YOU GET CAUGHT IN A BAD SITUATION. YOU GET IN TROUBLE AND THEN YOU COME RUNINNG TO ME. LORD, HELP ME OUT OF THIS MESS, AND I PROMISE YOU I WILL NEVER DO IT AGAIN." YOU REMEMBER SOME OF THOSE BARGAINS YOU TRIED TO MAKE WITH ME?

Yes, and I'm ashamed, Lord, I really am.

WHICH BARGAIN ARE YOU REMEMBERING?

\* Well, when the woman next door saw me backing away from the neighborhood bar, I'd told my wife I was going to the store. I remember telling you "Oh God, don't let her tell my wife where I've been. Let me get out of this one and I won't do it again."

SHE DIDN'T TELL YOUR WIFE, BUT YOU DIDN'T KEEP YOUR PROMISE, DID YOU?

(ALTERNATIVE FOR YOUNGER PERSON \*)

Well, when I forgot to do my homework and hadn't studied for that English test, I remember telling you "Oh God, just get me out of this mess and I won't do it again."

YOUR TEACHER WAS ILL AND YOU HAD A SUBSTITUTE, BUT YOU DIDN'T KEEP YOUR PROMISE, DID YOU?

I'm sorry, Lord, I really am. Up until now I thought that if I just prayed the Lord's Prayer everyday, then I could do what I liked.

GO AHEAD AND FINISH YOUR PRAYER.

"For Thine is the kingdom and the power, and the glory,  
forever and ever. Amen."

DO YOU KNOW WHAT WOULD BRING ME GLORY? WHAT WOULD MAKE  
ME HAPPY?

No. But I'd like to know. I want to please you. I  
can see what a mess I've been making of my life. And I  
can see how good it would be to really be one of your  
followers.

YOU JUST ANSWERED MY QUESTION.

I did?

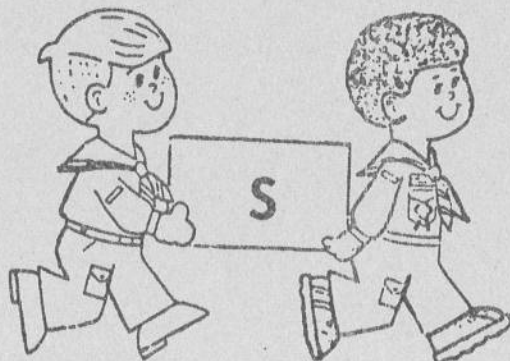
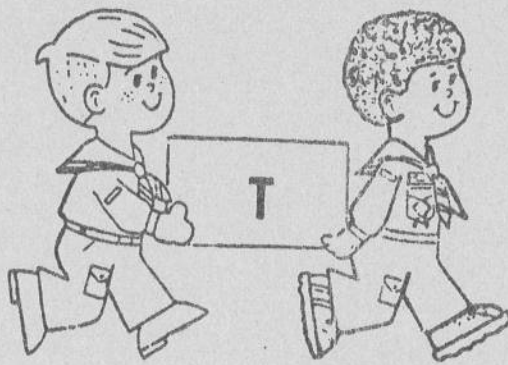
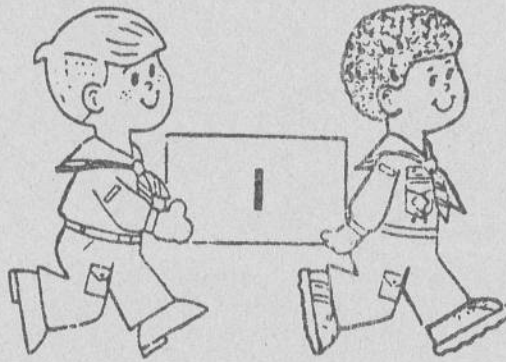
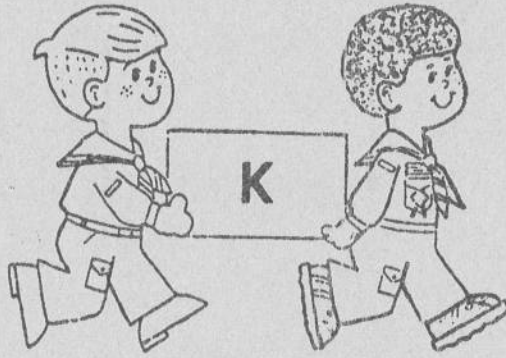
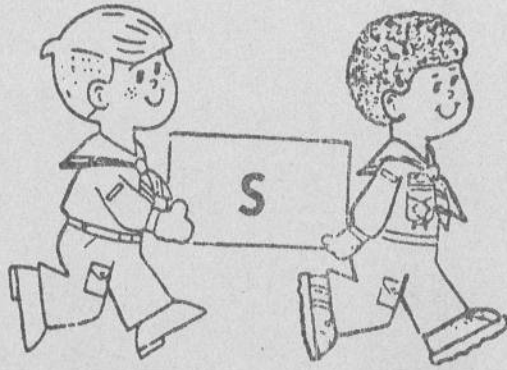
YES, THE THING THAT WOULD BRING ME GLORY IS TO HAVE  
PEOPLE LIKE YOU RESPOND TO MY LOVE. AND I SEE THAT  
HAPPENING BETWEEN US. NOW THAT SOME OF THESE OLD SINS  
ARE EXCUSED AND OUT OF THE WAY, WELL, THERE'S NO  
TELLING WHAT WE CAN DO TOGETHER.

Lord, let's see what we can make of me, OK?

YES, LET'S SEE.

GOD POINTED HIS FINGER AT ME  
by Fran Cupples

I was at a school night for Cub Scouts.  
A Den Leader they asked me to be.  
Oh, No, I couldn't do that, I said.  
But God pointed His finger at me.  
I'm just a small town girl, I said.  
Someone else can do better than me.  
My disciples were simple folks, He said.  
As He pointed His finger at me.  
My family demands my time.  
So happier they will be.  
He said you'll grow in patience and love.  
While He pointed His finger at me.  
But I'm not qualified, I said.  
Alas! I have no degree.  
I have you a mind to learn, He said.  
And He pointed His finger at me.  
Oh, I get so nervous, so nervous,  
Why I can hardly see.  
He promised to calm my fears,  
As He pointed His finger at me.  
My cross is too heavy now  
From worries I'm never free.  
He told of the cross on which He died,  
Pointing His finger at me.  
In Cub Scouts there's so much to do  
And with them I don't always agree.  
Tolerance and understanding, He promised to give.  
He was pointing His finger at me.  
My talents are very few,  
A leader I'll never be.  
They shall be multiplied, He said.  
Again, He pointed at me.  
But I like to use my leisure time  
To gain my own popularity.  
God's love is greater than man's, He said,  
As He pointed His finger at me.  
So, I said a prayer and answered yes  
To this fine opportunity.  
Since then, my life has been greatly blessed  
Since God pointed His finger at me.  
My oldest son is a Boy Scout now.  
My youngest a Webelos soon to be.  
And I remain a Den Leader  
Because God pointed His finger at me.



A good laugh

is the best medicine

whether you are

sick or not.

# Skits and Puppets

## Introduction

This chapter is intended to help you get started in the area of skits and puppets. More ideas and information on these subjects may be found in the "Cub Scout Leader How-To Book". We tried to give you new material in this chapter-- things that are not in the "How-To Book".

Chapter 4 of the "How-To Book" includes over twenty pages on how and why we use skits, writing your own skit, resources, role playing, pantomimes, and charades, and a dozen sample skits. It also includes ideas for costumes, make-up, sound effects, and scenery.

Chapter 5 of the "How-To Book" includes over twenty pages of puppets-- all kinds of puppets! It includes sections on how and why we use puppets, puppet playwriting, tips for puppeteers, resources, and six puppet plays. It also includes ideas for lighting, special effects, scenery, and instructions for making many kinds of puppets.

It is hoped that each pack has at least one copy of the "How-To Book" for the leaders to share. Some packs may have an older book called "Skits and Puppets" in the pack's library. It is still a useful resource book.

As always, use your imagination and talents and skills to create a skit or a puppet for your den's or pack's situation. Remember to include the boys' imaginations and creativity in your planning. We hope that you have fun!

Material for this chapter was submitted by Virginia Hammer of Winnebago District; Pam Moore, Nancy and Bruce Schuchard of Mauhnahteese District.



## READ THIS FIRST

We won't belabor the point, but there are some obvious downfalls that occur when groups put on a skit. Use this checklist to make sure yours is successful.

**(1) CHOOSE A GOOD ONE.** Read several and consider the talents and the personalities of the boys in your den. Naturally funny people can do almost anything. For others, you may need to choose something with built-in punchlines or humor.

**(2) MAKE SURE EVERYONE UNDERSTANDS.** Read it aloud thoroughly. Explain the humor, if you must. But be sure everyone knows what they're to do and why.

**(3) BE SOLD ON THE SKIT.** Any professional performer will tell you, if you aren't sold on the part, it will never fly. If you aren't convinced that it is funny, you're already doomed to flop.

**(4) SELL IT TO THE AUDIENCE.** Speak clearly and loud enough for everyone to hear. Set the stage, explain all the details. Assume the audience has never seen your skit before. They haven't read the skit and they don't know what's happening unless you tell them.

**(5) REHEARSE YOUR PARTS.** Run it through several times, like the pros do. A missed line, an inaudible sentence, a forgotten cue can ruin your skit. You don't want to lay an egg, and more important, you don't want it all over your face, either.

**(6) PLAY IT TO THE HILT.** Do more than just say the words. Put some life and action into your characters. Often, it's the exaggeration that puts real life in an old joke or a tired skit.

**(7) STAND UP, DO IT, SIT DOWN.** We're talking skits here, not a three-act play. Keep it short, keep it simple, deliver your punchlines and then sit down. The audience will appreciate it.

**(8) USE AS MANY BOYS AS POSSIBLE.** If you have more actors than the story calls for, sandwich in musical numbers, dancing, songs, or magic between acts. Be certain these relate to the play for continuity's sake.

**(9) CREATE A MOOD.** Create a mood with scenery, paint in grey if spooky or sad, bright colors if gay.

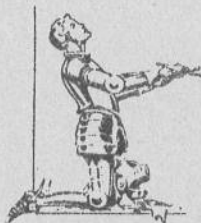
**(10) AVOID LONG SPEECHES.** Use gestures and pantomime freely, with exaggeration.

**(11) WITH CUBS USE CHEAT CARDS.** Don't expect Cubs to have it memorized. Remember, this may be the first time they have performed in front of a crowd.

**(12) LET THE CUBS HELP YOU.** Don't try to do it all yourself. (You can always doctor it if they go blank).

**(13) KIDS WILL SURPRISE YOU.** Remember--the fun is in the preparation and sometimes in the final product.

**(14) DO NOT BE EMBARRASSED.** Do not be embarrassed by anything the boys do when they finally put the show on. Be helpful if necessary but don't be a "butinsky".



## "The Story of Super Tiger"

### A Lesson in Creative Puppetry

Hark ye, Den Leaders, to this tale of "How Supertiger Saved the Day" -- or, more specifically, the "Three Good Knights". But be forewarned; there is a moral.

To follow Supertiger's trail to triumph, you must give free rein to your imagination (which might be in need of a bit of prodding), along with that of your Cub Scouts (guaranteed to be lively). And there is a story behind the story of Supertiger, for our hero was born of a den project in "creative puppetry". Only, "topsy-turvy puppetry" might be a better term for it.

Like many Den Leaders, Mrs. Merle P. Woodall of Ashland, N.H. was an old hand at directing the usual puppet projects. Find a script. Assign the roles. Make puppets. Memorize parts. Build a stage. Rehearse, rehearse, rehearse-rehearse-rehearse until the kids start to lose interest. Then maybe the star of the show comes down with chicken pox.

There must be another way, decided Mrs. Woodall. And just three weeks later her Cub Scout den put on a puppet show that was a roaring success, for performers and parents alike.

The previous month, Mrs. Woodall's den had made simple paper bag puppets. How about sturdier puppets for a show at the next pack meeting? Supplies were assembled for the next den meeting. The boys were ready to start work.

But what puppets? Which puppets?

"Well," said Mrs. Woodall, "the theme of the month is 'Knights of the Round Table'. What does that suggest to you? Knights? Fair maidens? Dragons?"

Soon old socks, rickrack, and buttons turned into dragons. Knights grew out of styrofoam balls that were carved with pocket knives, then covered with strips of paper mache.

With the help of scraps of felt, individual-serving cereal boxes could come alive--as almost anything. One Cub Scout made a tiger, another a robot. (Anachronisms in the 12th Century? Never underestimate the imagination of a 20th Century Cub Scout. No fair maidens, though; damsels are something most Cub Scouts would just as soon do without.)

As the boys left for home, Mrs. Woodall gave each a paper pattern to take to his mother with the request that she make a puppet costume to be brought back to the meeting the following week.

Continued on next page.



The Story of Super Tiger" continued...

At about nine o'clock the night before the den was to assemble, Mrs. Woodall was called to the phone. "A knight costume?" wailed one of the Cub Scout's mothers. Until just a few minutes ago, she had thought her son's puppet needed "night" attire. She had made pajamas, of red plaid flannelette.

"Never mind," said the fast-thinking Mrs. Woodall. "That knight can be on his way to bed."

The following day the boys arrived with the costumes for their puppets. For the tiger pupper, there was a red and white peppermint-striped suit.

Mrs. Woodall couldn't help but wince.

"What color shall I paint my tiger?" asked his creator.

Mrs. Woodall tried to visualize a black and yellow striped head atop red and white stripes. It just wouldn't work.

"Maybe my tiger could be wearing pajamas, too?"

"No..." mused the den leader, recalling the advice of a veteran performer: Use your mistakes. Make them work for you.

"I've got an idea," she said. "Leave his head white, then paint it with fine, red stripes." Which is what the Cub Scout did, and since, of course, no one had ever heard of a tiger with red and white stripes, it was soon obvious that this creature belonged to a rare breed.

"It's Supertiger!" shrieked the boys. And so a star was born.

With a star and a supporting cast, now--and only now--was it time in topsy-turvy puppetry for a script.

"We have Supertiger. We have four dragons, four knights, and a robot," said Mrs. Woodall as the Cub Scouts sat with her in a circle on the floor. "Any suggestions?" Ideas came fast! The boys originated them; Mrs. Woodall wrote them down. If occasional over-enthusiasm created problems in the story line, Mrs. Woodall would point them out so that the boys could find their own solutions, in their own words.

When they met again the following week (this time at the pack's meeting place) den and den leader put the finishing touches on the puppets--and still had time for two complete rehearsals of "How Supertiger Saved the Day".

Their puppet stage was a pass-through serving window between the kitchen and the main room of the community center in which they held pack meetings.

Other good ways in which to improvise puppet stage: stretch a clothesline across the corner of a room, or between the legs of a large, overturned table. Then pin a sheet or blanket over the clothesline.

## Your Very Own Make Believe Land

### An Audience Participation Skit

Divide the audience into two parts. The narrator reads the story poem and pauses at each key word so that the audience can respond as follows: MAKE BELIEVE: "Are you kidding? CHILDREN: "That's us!"  
Helpful hints: You may want to ask Cub Scouts or parents to lead each group with the responses. Ask each group to stand when they give their responses.

Come listen all CHILDREN and you will hear,  
About the land of MAKE BELIEVE, now don't you fear.

For everything that happens in this land of MAKE BELIEVE  
Need not be scary or make you grieve.

For CHILDREN can make things of so grand  
In that fantasy world of MAKE BELIEVE land.

There can be candies and goodies beyond compare,  
Or unusual sights to make CHILDREN stare.

In your MAKE BELIEVE land things won't be sad,  
And people there will not be bad.

Once CHILDREN learn how to get to that land,  
They'll find their journey by themselves can be planned.

Come closer as I whisper to you right now,  
The secret word to use and tell you just how.

The word I'm sure by now you've guessed,  
It's "imagination" -- a magic power with which we're blessed.

So CHILDREN you see it's as simple as that.  
The land of MAKE BELIEVE you can pull from a hat.

Or find it at the end of the rainbow in the pot of gold,  
Or at your front door by both young and old.

So CHILDREN don't you really now see,  
How easy to find the land of MAKE BELIEVE can be.

For it's almost like a magic trick pulled from your sleeve,  
When you create your very own land of MAKE BELIEVE.

For anything at all you can make happen there,  
Cause you control the how, why, and where.

In MAKE BELIEVE land we all like to roam,  
But then it's so nice to return back home.



## Charlie Tuna Tries Again!

**CHARACTERS:** Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam, and the "Voice of the B.S.A."

**COSTUMES:** Full-length paper sack masks with each character drawn on sack.

**NARRATOR:** As our show opens, we again find Charlie in his continuing pursuit to be accepted by the B.S.A.

**CHARLIE:** [Enters.] "I, Charlie Tuna, promise to do my best, to do my duty to King Neptune and my ocean, and to help other sea creatures, and to obey the Law of the School."

**ANGELA:** [Enters.] "Oh, Charlie! Are you still trying to join the B.S.A.? Wise up, my aquatic friend. Don't you know that the big "B" stands for "boy", not Fish Scouts of America." [She exits.]

**CHARLIE:** "What does she know. She's just a girl. A fish scout follows Neptune. A fish scout helps the school go. The school helps the fish grow. A fish scout gives goodwill."

**LARRY:** [Enters.] "Oh, Charlie, that's Akela, not Neptune. Boy, Charlie, you blew it with Starkist, now the B.S.A. What next?" [He exits.]

**CHARLIE:** "Do your best, do your best. Oh darn, darn."

**SAM:** "What are you yelling about?" [He says this as he enters.]

**CHARLIE:** "Well, I've got the motto down pat, but I can't figure out the two-fingered salute."

**SAM:** "Poor Charlie, here comes the B.S.A. now [He exits.]

[Hook drops that says: Sorry Charlie.]

**VOICE OF B.S.A.:** "Sorry Charlie. B.S.A. wants boys who fish, not boyish fishes." [Voice says this as hook is dropped from off stage. Everyone takes a bow.]

Some ideas for painting  
on a large paper sack  
or a pillowcase:

Larry Lobster



Charlie Tuna



Sam the Clam



Angela Angel Fish

## "TOY STORE UPROAR"

The Narrator, an adult or confident child who is an excellent reader, should be thoroughly familiar with the story so that he knows where to pause for the audience's reactions. (He pauses after key words, underlined in the script.) The Narrator explains that he will read a story. "Whenever certain words are read, the audience is to perform particular motions and sounds.

DOLL: Bend forward at the waist and say "Wahhh."  
JACK-IN-THE-BOX: Stand up and say "Boing."  
BIRD: Put hands under armpits, flap "wings" and say "Tweet-tweet."  
TRAIN: Punch the air rhythmically and say "Chug-chug."  
SOLDIER: Stomp feet and say "Tramp, tramp, tramp."

Before starting to read the story, the Narrator should practice with the audience until they have the sounds and motions straight.

NARRATOR:

The doll had seen it all. The absent-minded shopkeeper had really done it this time! He had closed up shop for the night and never locked the toy shop door! Now what would become of them -- unprotected for a night! If someone decided to rob the store, none of the toys was safe. The doll knew something had to be done. But what?

She tried to get the attention of the soldier. She inched her way to the very edge of the shelf. "Help," cried the doll, but the soldier never looked her way.

The cuckoo bird! A bit flighty perhaps, but nonetheless helpful. The doll called to him, but the bird was so busy chirping out the hour, he never heard her.

By now, the doll had worked herself so near the edge of the shelf that when the jack-in-the-box suddenly popped up, he frightened the poor doll who lost her balance and toppled off the shelf right into the engine car of the train. As she landed, she hit the throttle of the train, setting it in motion.

As it rounded the first bend, the top of the train bumped into the jack-in-the-box, knocking him off his shelf and into the next car of the train.

At the second bend, the jack-in-the-box popped up when he was just beneath the soldier. The startled soldier fell head-first into the bird. They both tumbled over and over each other - first the bird, then the soldier, the bird, the soldier, bird, soldier - until they landed in the last car of the train.

Toy Store Uproar, cont.

The doll cried out in disbelief! What a horrible night this was turning out to be! A train pulling a doll, a jack-in-the-box, a soldier, and a bird - all going around and round an unlocked toy shop in the middle of the night!

Just then, the door slowly opened. The doll held her breath.

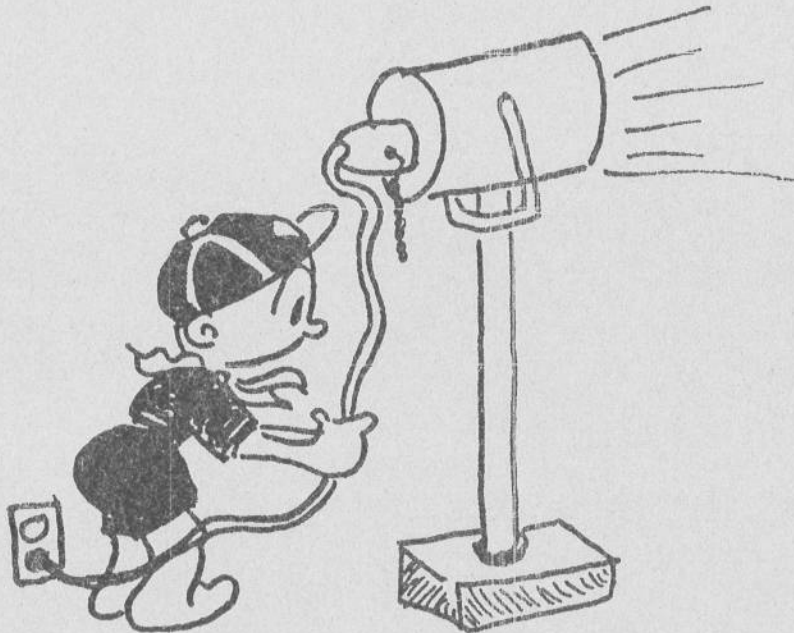
"Why, you naughty toys." It was the absent-minded shopkeeper! "I came back because I realized I hadn't locked the door, and what do I find -- all of you playing after hours!"

Then the shopkeeper set the bird in the sentry box which belonged to the soldier, the doll where the train belonged, the soldier on the shelf where the doll usually sat, and the jack-in-the-box in the clock where the bird was supposed to be.

"This is all wrong," the shopkeeper said. So he put the bird in the train, the doll on top of the jack-in-the-box, and the soldier in the clock.

"That can't be right," he squealed, and he put the doll in the train, the train in the clock, the bird in the sentry box, and the soldier in the jack-in-the-box.

And when he saw the total confusion he had created, he gave up. And so do I! (With this the Narrator stomps off the stage.)



## A Den Leader's Bouquet



CHARACTERS: Six Cubs in summer uniform or Cub Scout T-shirts

SCENE: A nature walk with Den 6.

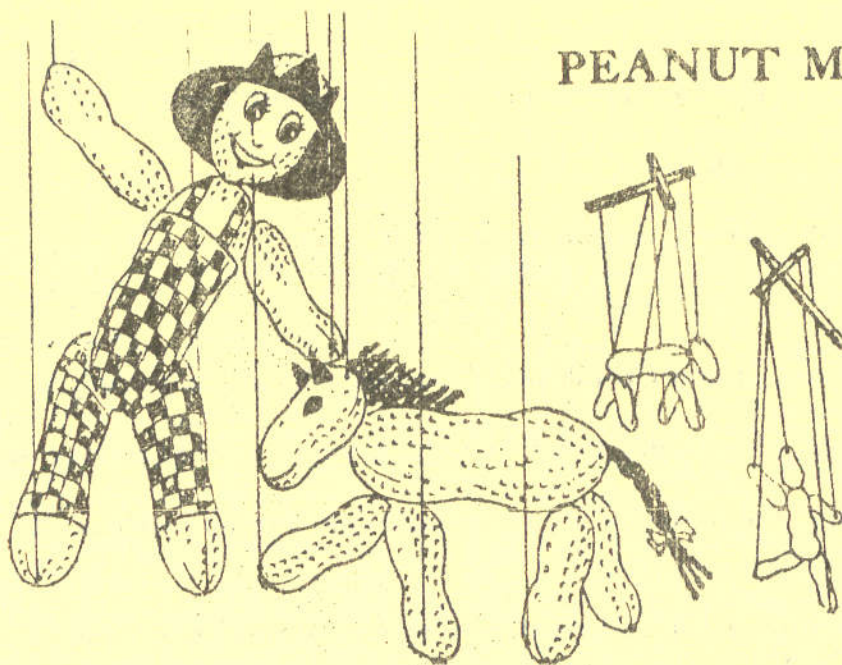
PROPS: Cub-fashioned bouquet, with strands of ivy.

- 1ST CUB: Gee fellas. I don't think Mrs. Brown's having a very good time.
- 2ND CUB: Well, you didn't help things much, giving her that garter snake!
- 3RD CUB: I was just trying to help her collect stuff for our nature display at the pack meeting.
- 4TH CUB: Yeah . . . and you heard what she said! 'Nothin' ever again, that moves by itself.'
- 3RD CUB: So . . . now I know better!
- 5TH CUB: Don't worry about a thing, you guys. I'm gonna fix everything.
- 6TH CUB: Yeah? How?
- 5TH CUB: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers . . . . (he holds up bouquet, with trailing strands of ivy) . . . See?
- 6TH CUB: Oh no . . . . (wails) We'll never get to go on another hike!
- 5TH CUB: How come?
- 6TH CUB: Cause . . . . . you jerk . . . . . that's poison ivy!

(All five Cubs say OH NO in loud, disgusted voices and run off stage, leaving 5th Cub standing with bouquet. He drops it, starts to scratch and also runs off stage)

CURTAIN

## PEANUT MARIONETTES



A round peanut makes the boy's head. Draw on the eyes, nose, mouth, and eyebrows.

A triple peanut makes the body. Sew the head carefully to the body with thread. Then, sew on four double peanuts for the arms and legs.

Use a scrap of cloth for overalls. For the hat, cut a circle of brown paper the size of a fifty-cent piece. Cut an X in the center and pull it down over the head.

Fasten a strand of heavy black thread, at least 12" long, to each hand and foot and to each side of the head. All strands should then be tied to a pair of crossed sticks as illustrated.

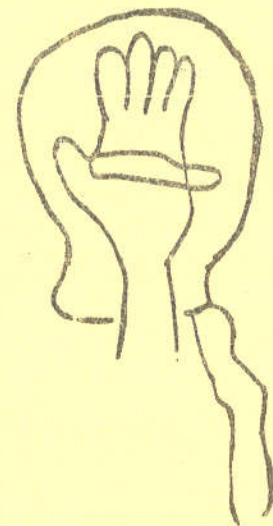
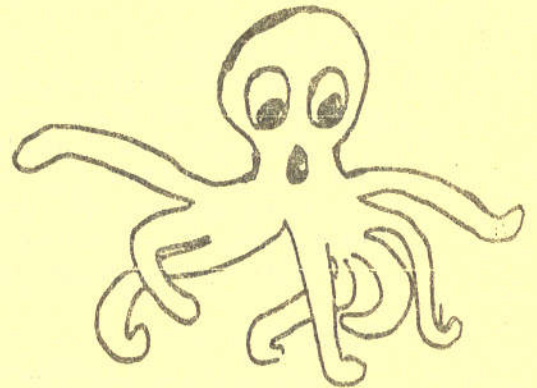
When the sticks are turned from side to side the boy will walk, swing his arms, and nod his head. By using one hand to hold the sticks and the other to pull one or two strings, he can do many things.

The horse is made in a similar manner. Paste a little brown yarn across his neck for a mane, and a braid for his tail. Paste on brown paper triangles for ears. Draw the eyes. Put a small carpet pack in the bottom of each leg for hoofs, so he can stand up.

## Octopus Skit

Using huge octopus hand puppets, each Cub Scout speaks a verse as he wiggles his puppet.

- Octopus 1: In tying knots, I am champ,  
With the bowline or clove hitch.  
But when my eight arms get in the way,  
I can't tell which is which.
- Octopus 2: Being an octopus, I like to hike  
Over underwater hills.  
But when I "left" and "right" with two legs,  
Six others give me spills.
- Octopus 3: I'm patriotic and salute the flag  
Of America, that I'll fight for.  
But since we must salute with our right hand,  
I can't tell which are my "right" four.
- Octopus 4: Now, in rowing a boat, I'm a speedy one,  
With eight arms to move me fast.  
For no matter how hard the others use their oars,  
They'll row into shore -- tired and last.
- Octopus 5: I have two arms to gather firewood,  
Two arms to start the fire's flame.  
Have two arms to cook my tasty meal,  
With two arms left to shoot fresh game.
- Octopus 6: I can pass all swimming tests,  
The dog paddle, breast stroke, or crawl.  
'Cause when we octopuses get in the water,  
We really have ourselves a ball!
- ALL SIX: We may be Cub octopuses now,  
But soon we'll have a treat.  
We'll all be **SPECIAL BOY SCOUTS**  
As we have eight "tender feet".



### How to make Octopus Puppet:

Use large pieces of cardboard to make the octopus body. Make in the general shape of the above diagrams; they don't all have to be the same. Tape a strap of cardboard or fabric on the back for the hand to go through (see diagram).

To make the arms: stretch a fold of crepe paper. This requires the help of two people. Wrap ends of crepe paper around yardsticks or dowels and pull. Cut stretched crepe paper into strips of 4 inches by 3 feet. Wrap crepe around broomstick, paste or tape seam, crush from top down, remove tube. Tape 8 legs to body.



## Oakie Tree Puppets

These puppets can be made easily by Cub Scouts. Use a large or small oatmeal box for trunk (body) and a salt box for the branch (mouth).

Also needed: construction paper or felt fabric scraps, tape, scissors, pencils, plaster, a fork or other object for marking the plaster), poster or tempera paint, paper or plastic leaves.

### TO ASSEMBLE:

Turn oatmeal box upside down and the bottom of the box becomes the top of puppet. Cut circle in the side where mouth is desired.

Cut the salt box in half lengthwise and cut off top of the box. The bottom of the box will become the front of puppet's mouth.

Cut a long strip of cardboard the size needed to make the inside mouth piece in which to place fingers for operating mouth. Tape in place on inside of mouth.

Next, tape the mouth onto the trunk body.

### TO DECORATE:

Cover or paint as desired.

To give it an authentic look, make a thick mixture of plaster and put it on with a fork running it the length of the trunk and covering the mouth piece in the same manner.

Cover ends by smearing plaster on with fingers and making a ring effect with finger. It doesn't take a heavy coat of plaster to make it look like tree bark.

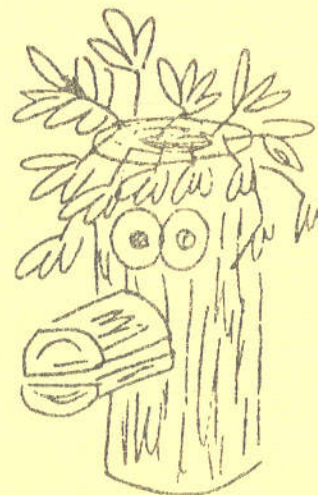
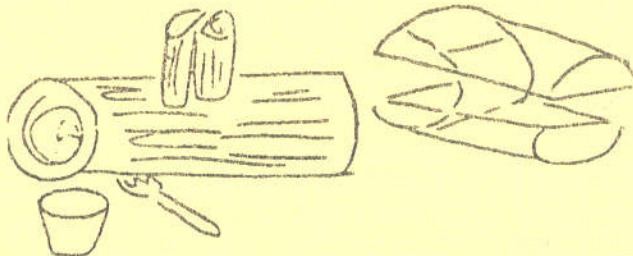
When dry, paint with brown paint streaking with some black if desired.

Make inside of mouth light tan as the cut part of a tree would be. If desired, fasten some artificial leaves to the top and hang some down over sides like hair. Plastic or paper ones would work.

Glue on eyes cut from circles of felt fabric, construction paper, plastic container. Use a large outer circle of white and a smaller brown or black inside circle. Or glue on wiggly eyes, which may be purchased at hobby/craft stores.

### USE THE PUPPET:

Use these puppets to do a skit about nature, conservation, and the outdoors. Or use them while singing a song. Ask the boys for ideas for skits.



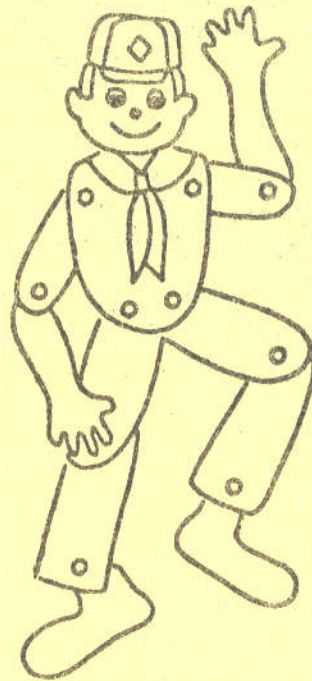
## CUB SCOUT JUMPING JACK

Just pull the string to make these lively, colorful puppets jump and dance.

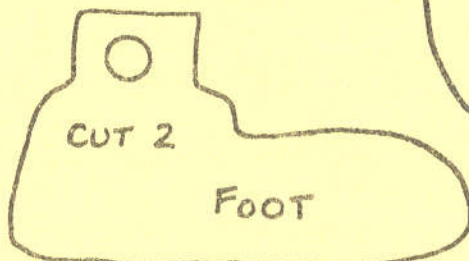
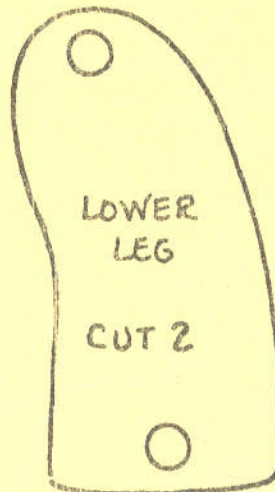
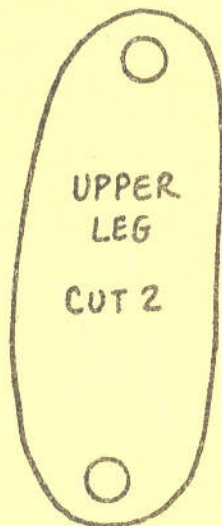
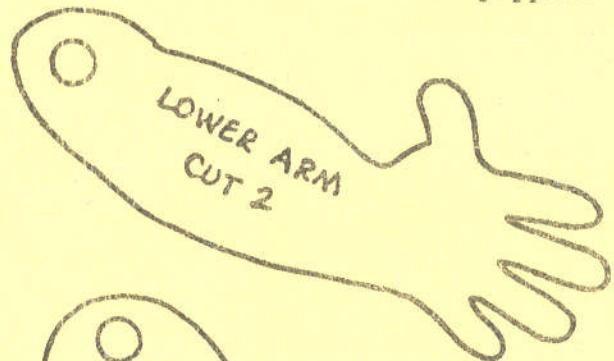
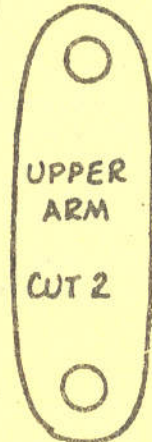
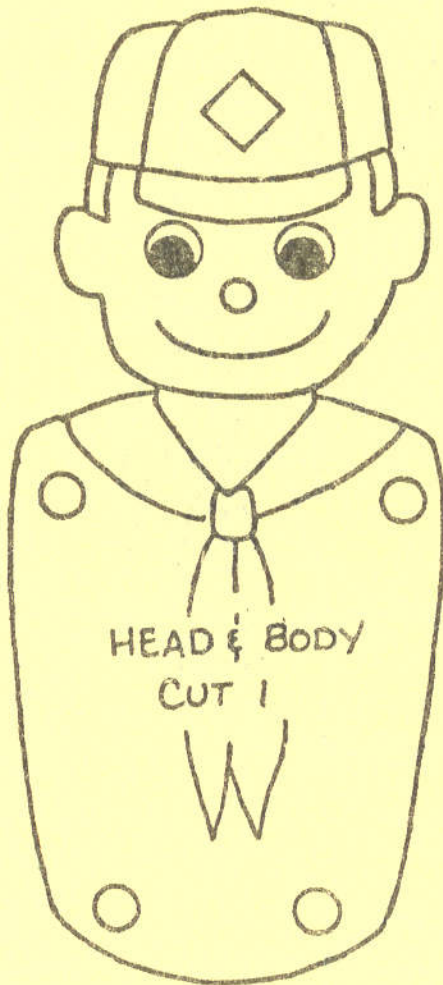
Trace the actual size patterns below and cut from cardboard or plastic bottle pieces. Draw or paint on features.

Punch holes as shown and assemble pieces with brass paper fasteners. Arms and legs should work loosely, so don't fasten too tight.

With needle and thread, run a heavy thread (buttonhole twist) between arms and legs and tie. Then tie a 12" piece of thread between arms and legs, leaving a loop for pulling to work.



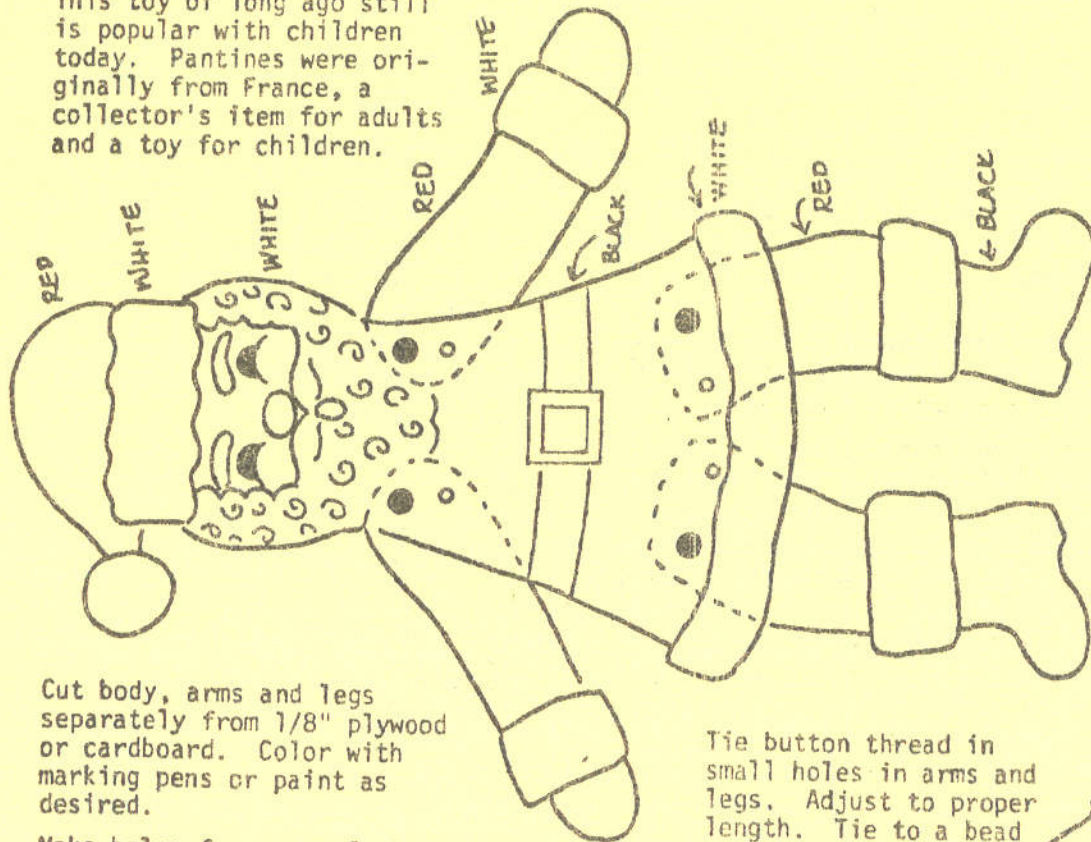
These are sometimes called jiggly-jointed puppets.



Consider asking the boys to make these for a Tiger Cub group. Or pass this pattern along to a Tiger Cub group so they can make their own.

## "PANTINES" (JUMPING JACKS)

This toy of long ago still is popular with children today. Pantines were originally from France, a collector's item for adults and a toy for children.

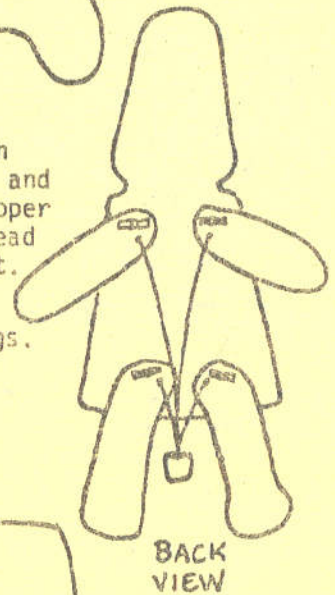


Cut body, arms and legs separately from 1/8" plywood or cardboard. Color with marking pens or paint as desired.

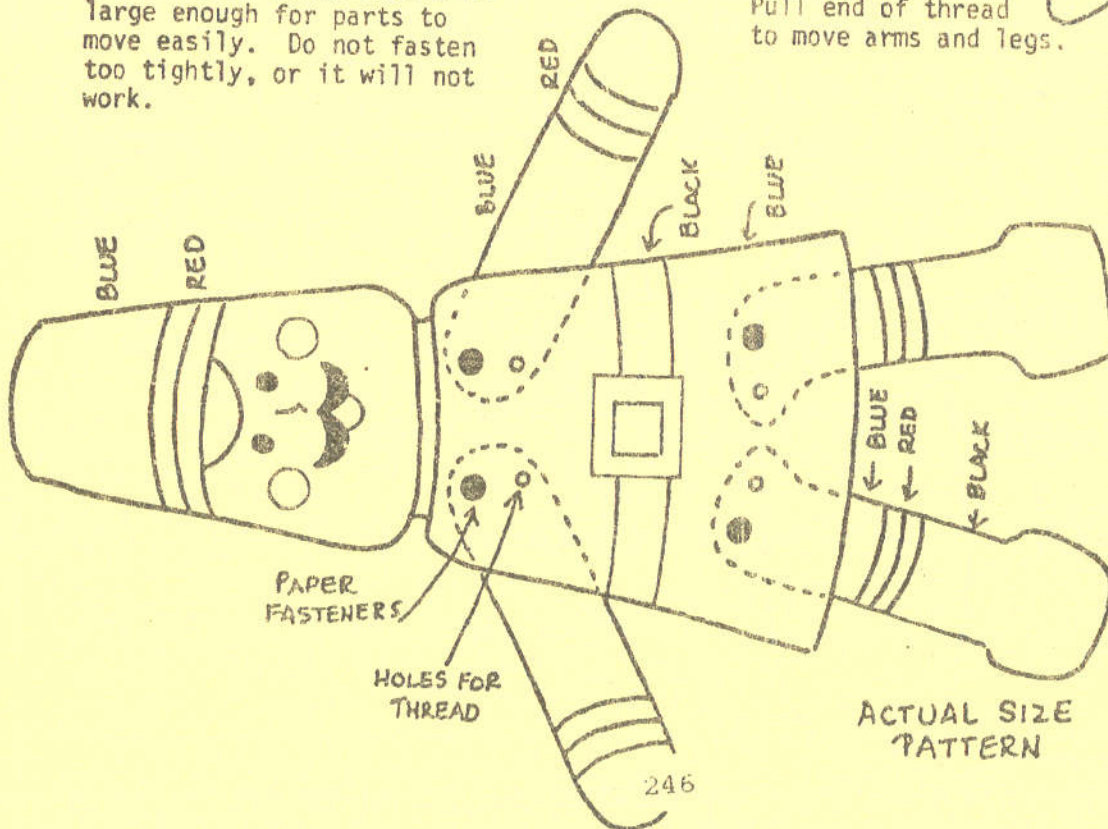
Make holes for paper fasteners and thread. Holes should be large enough for parts to move easily. Do not fasten too tightly, or it will not work.

Tie button thread in small holes in arms and legs. Adjust to proper length. Tie to a bead or tie end in a knot.

Pull end of thread to move arms and legs.



BACK VIEW



Do some research on Canada,  
then make up a skit  
using your new knowledge.

BODY

2 PIECES - Sewn  
together

## *Beaver Puppet*

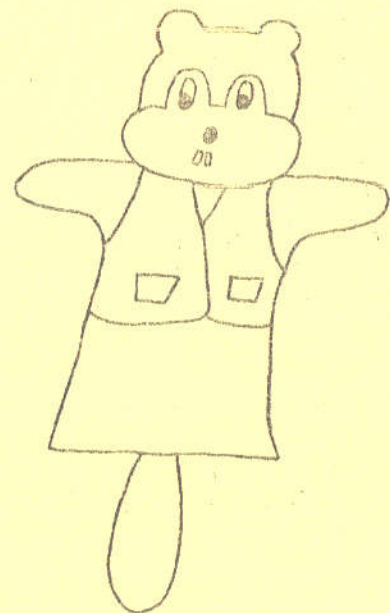
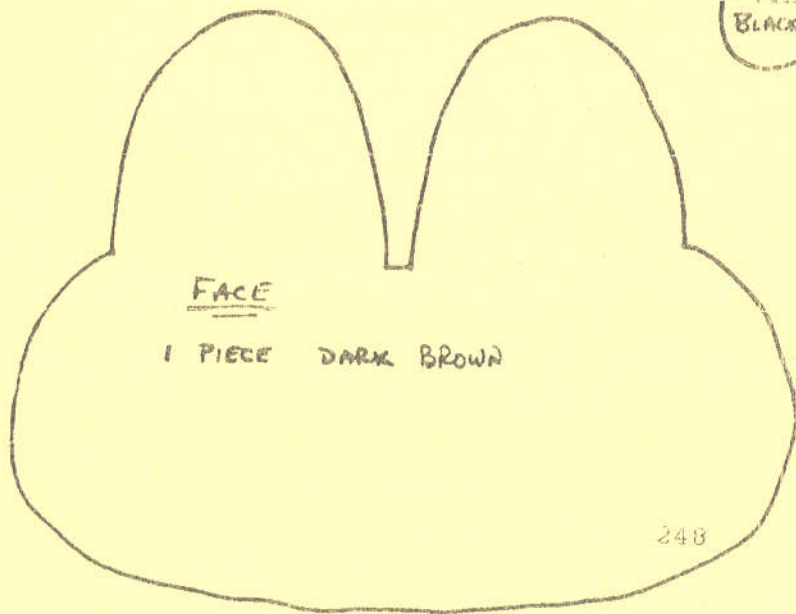
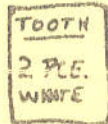
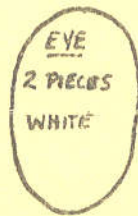
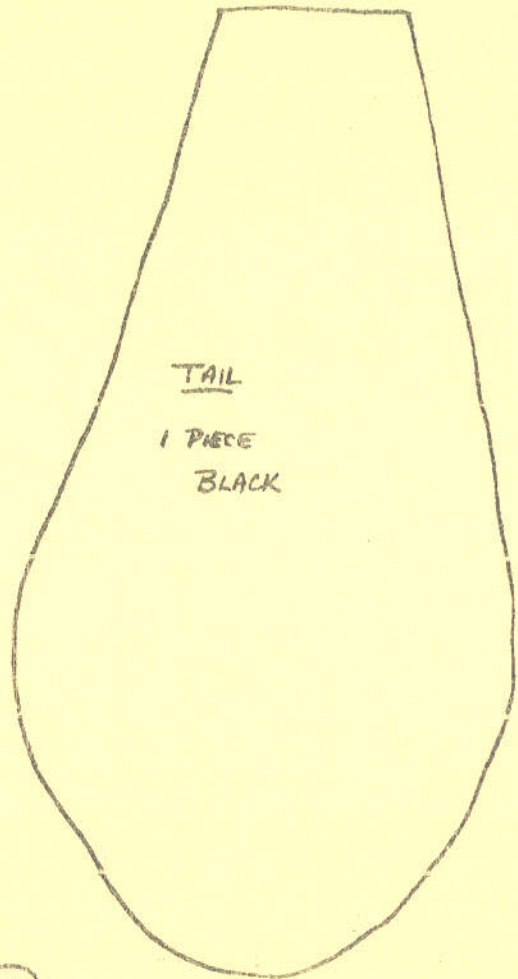
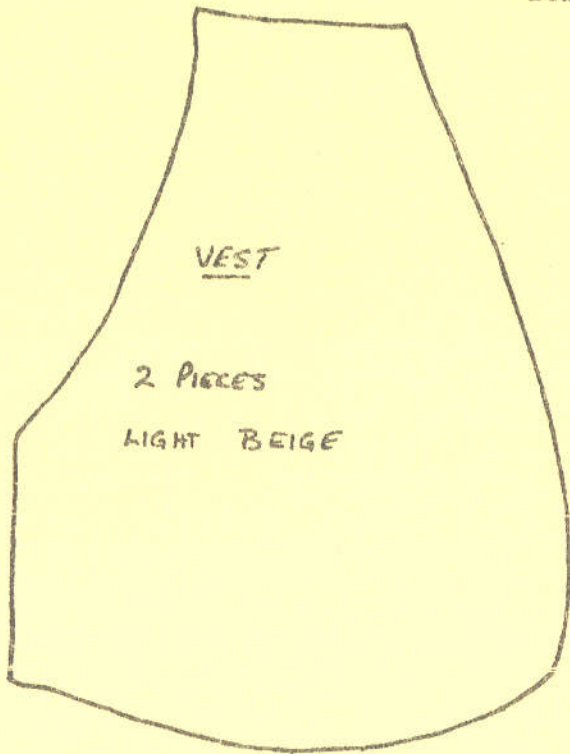
**MATERIALS:** brown felt (2 pieces) for body  
scraps of white, blue, black felt  
light beige felt (jacket)  
dark brown felt (face)  
glue

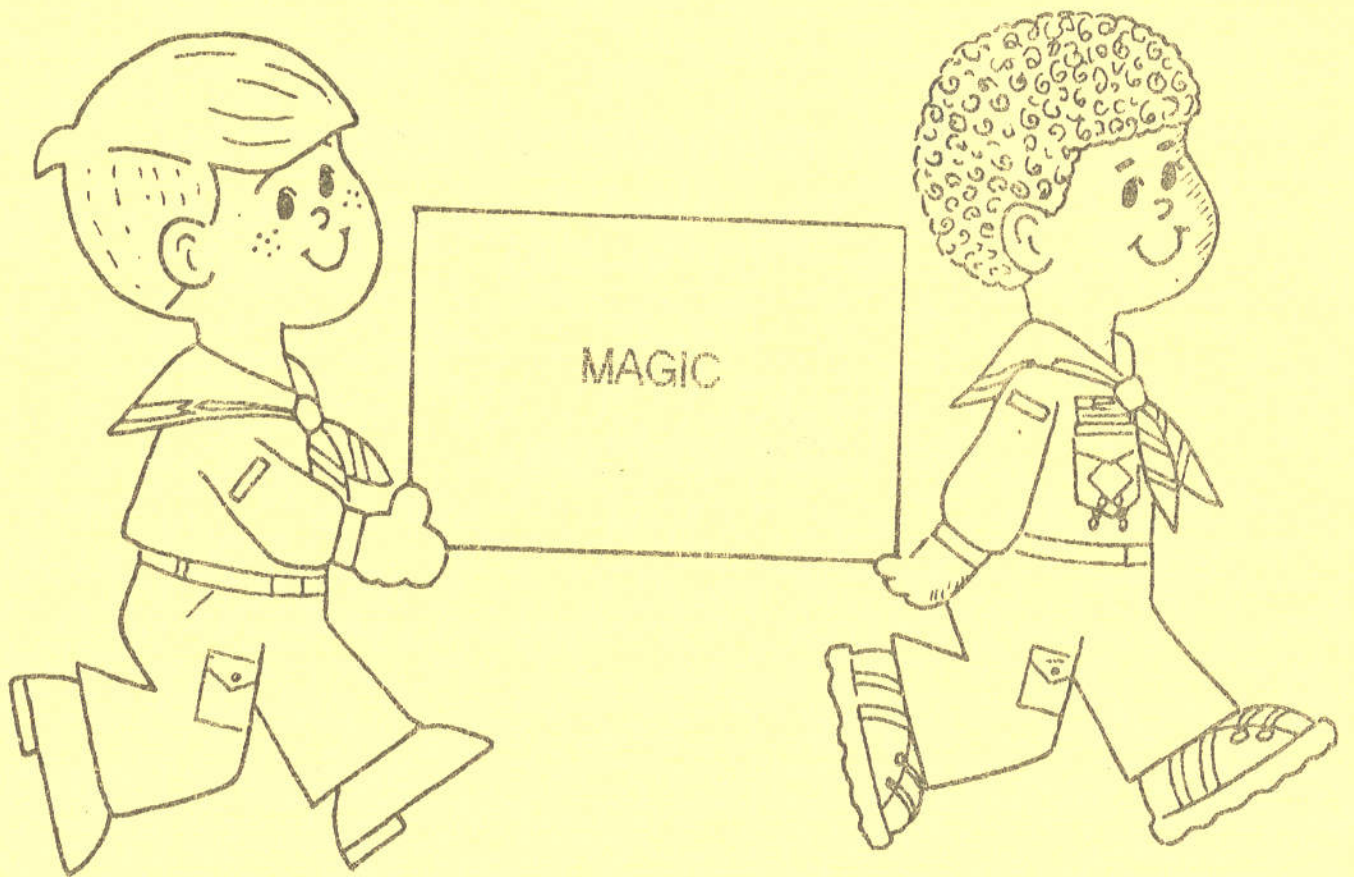
Cut out and sew 2 pieces of brown felt together  
to make body. Cut out other shapes in colours  
shown and glue on to puppet.

This is from the Beaver Leaders Handbook, Boy Scouts of Canada.  
Beaver Scouts are boys ages 5, 6, and 7.

Continued on next page.

Beaver Puppet, continued.



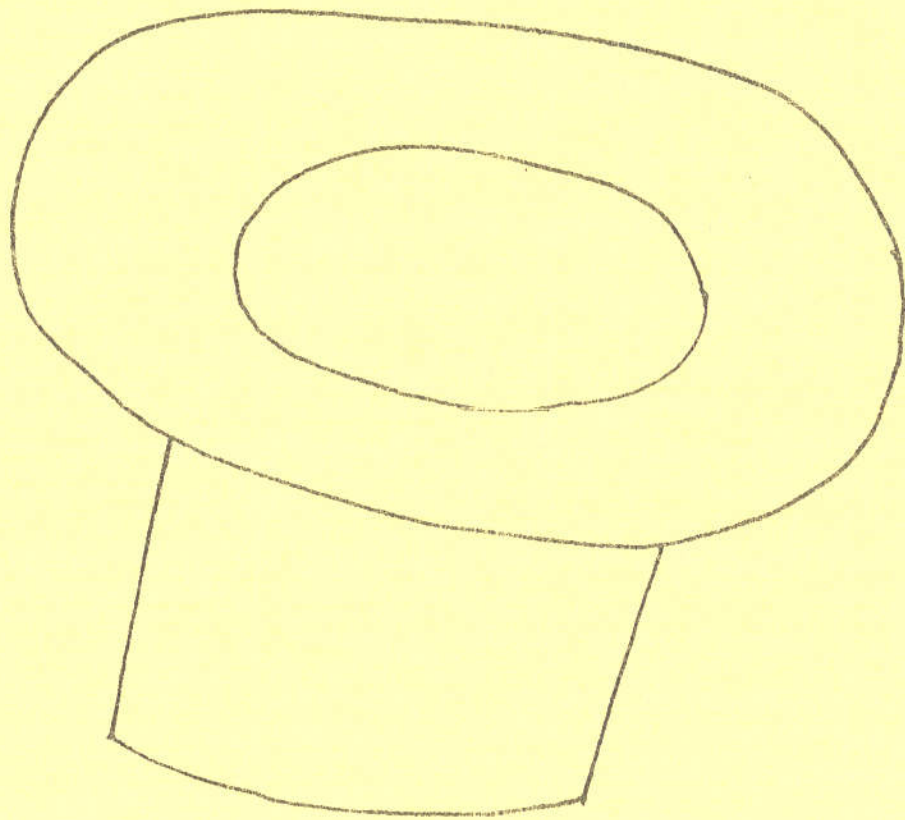


Correction does much,

but encouragement

does more.

ALA  
KAZAM





THE MAGIC KITE

CHARACTERS: 6 boys.

PROPS: Outside scene, ball of string and a kite tail.

SETTING: Boy holding a ball of string with a kite tail tied on one end. Five other boys gathered around.

1st BOY: What's that?

2nd BOY: Don't you know what a kite looks like?

1st BOY: Sure I do, but if that's a kite then it sure won't fly.

2nd BOY: It'll fly, it's magic!

3rd BOY: Kites can't be magic!

2nd BOY: This one is. All I have to do is say "Dad, look at the kite I've made".

4th BOY: Then what?"

2nd BOY: He shows me how to make one.

5th BOY: That kite still won't be magic!

2nd BOY: Uh huh! Then he shows me how to fly it.

6th BOY: Wow! It's magic if it can do all that. Come on guys, let's make one.

(All boys going off stage saying "Yeah, Wow, It is Magic, Let's Go!")

NOTE: If you have more boys in your den, these boys could be just standing with the others or you could add more speaking parts.

GUESSING AGES

Ask each person to write down the number of the month in which he was born; multiply it by 2; add 5; multiply that by 50; add his age; subtract 365; add 115. Ask for the answer. The first digit in the answer will tell the month of birth and the last two digits will be his age. If the answer has 4 digits, the first two will be the month.

Example:      Month of Birth (February.....)2  
                  Multiply by 2.....)4  
                  Add 5.....)9  
                  Multiply by 50.....)450  
                  Add Age (9).....)459  
                  Subtract 365.....)94  
                  Add 115.....)209

Answer 209. He was born in February, and is 9 years old.

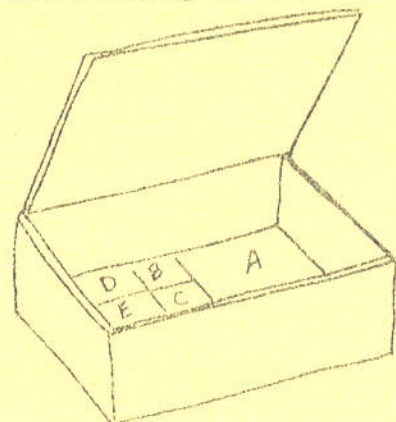
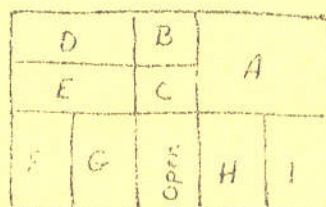
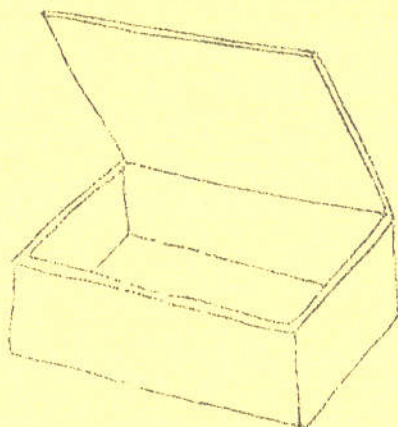
CIGAR BOX PUZZLE

Paint a cigar box or cover the outside with contact paper. Cut a piece of paper the exact size of the inside bottom of the box. Divide it in half lengthwise; then divide lower section into 5 equal parts. Divide upper section as shown in illustration.

Cut nine blocks from plywood, making each one about 1/8" smaller than the paper patterns, so they can slide easily. Mark each block with the proper letter. Glue the paper over the bottom of the box and place blocks on corresponding sections.

Now the fun begins! Slide the blocks around until you get block A in the upper left hand corner. It isn't easy, but you'll feel a real glow of triumph when you make it.

If you prefer, you can make a pocket size puzzle using small cardboard blocks fitted into a plastic pin box.



## MIND READING

For this show of mental magic, you will need a helper. Tell the boys while you are gone, they can put a penny, nickel, dime or quarter under a cup (must have a handle) and when you come back you will tell them what coin they have placed under the cup. After you leave, your helper will make sure that the handle of the cup is in the proper position to give you a signal as to which coin is under the cup. When you return, simply "read the position of the handle and you will know what coin is under the cup. (For example, if handle is on left, the coin is a penny, if handle is to right the coin is a nickle and etc.)

## EGG TRICK

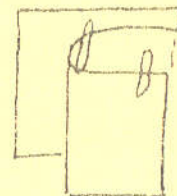
You will need three raw eggs and one that is hard boiled. Tell the audience that you will pick out the boiled egg without breaking them. Have four volunteers come forward and spin the eggs on the table all at the same time. Then pick out the boiled egg. Break it open to see if you are right.

The trick is that the boiled egg will spin faster and longer than the rest.

## MAKING A CHAIN

This trick can be accomplished even by those Cubs who have a hard time doing things so they work.

Fold a piece of paper measuring 3 x 6½ in an (s) shape. Clip two paper clips to the ends and center. Now pull the two ends of the paper. The two paper clips will link together as if by magic. Continue making a chain.



## GAME-----TOOL MIX-UP

Have two teams, give each boy a name of a tool. (Do this with both teams) You will end up with two sets of various tools. Seat boys in a circle with a boy in the center as "IT".

"IT" will call out a name of a tool and two boys with this name will exchange places and "IT" will try to get in one of the places. Whoever is left without a place is "IT" and another name of a tool is called out.

### LOST MARBLE

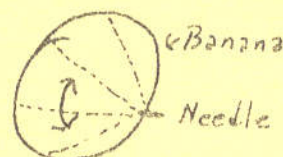
Hold a marble in your hand and cover with a handkerchief. Have the audience feel under the handkerchief, one-at-time, to prove that the marble is there. Say some magic words, Remove the handkerchief and the marble is gone. The trick to this is to have a secret assistant. He feels under the handkerchief last and takes the marble. To return the marble, cover your hand again and have your assistant reach under to see if the marble is there. He puts it back, and you remove the cover and the marble has returned.

### SPLIT-A-BANANA

Hold up a whole banana. Tell the audience that you can cut the banana in half without cutting the peel. Say the magic words, "Splitty Witty". Peel the banana and it is split in half. The trick to this is to push a needle through the skin of the banana and move it in an arc.

Pull it out gently. This cuts the banana and not the peel.

(See diagram)



### DOUBLE THE PENNIES

Put two pennies on the table. Push them off the table into your cupped hand. Say the magic words. Open your hand and there will be four pennies.

The trick is to stick two pennies under the edge of the table with soap or wax. As you slide the pennies off the table, work the ones under it off into your hand.

### TELEGRAPHIC COIN

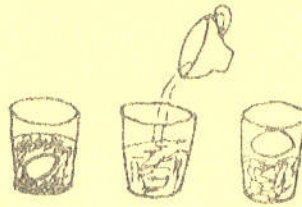
Borrow a coin from the audience. Have everyone look at it to see what the date is on the coin. Have one person hold the coin tightly in his hand for a short time and concentrate on the date. Put the coin in a hat with some other coins of different dates. Then you can immediately pick out the coin.

The trick to this is that the coin will be warm from the persons hand.

## TRICKS

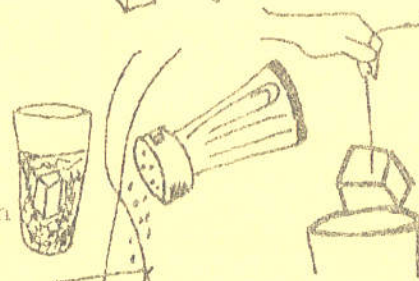
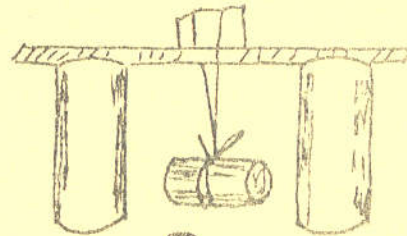
### Floating Eggs

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg flat. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



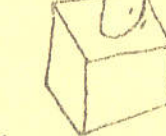
### Mysterious Ice Cube

You can't see a woman in half, but you can do a similar trick with an ice cube. Balance a ruler between two tall cans. Put an ice cube on it. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended. Soon the wire will pass through the ice cube, but the cube won't be in two pieces. Has it been split in half? Is it still in one piece?



### Slippery Trickery

The audience may think it's impossible to lift an ice cube from a glass of water with a thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice, sprinkle salt on it, and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.



### Bouncing Buttons

Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite awhile. Add more vinegar when they slow down.



## THE MAGIC LIGHT OF CUB SCOUTING

This poem was written for the opening ceremony at a blue and gold banquet. The Cub Scouts in Den 2 held magic candle while the poem was read, then the candles were placed on each banquet table so everyone could watch the blue and gold colors appear as they burned.

### CUB SCOUTING'S MAGIC LIGHT

Our candle stands tall, straight, and white  
It burns and gives forth inspiring light  
As its light shines forth, you will see  
Our colors blue and gold are regal as can be.

As the blue appears, think of truth and loyalty  
The sky so blue, steadfastness, and spirituality  
When the gold shines forth, be of good cheer  
And think of happiness and the sunlight so clear.

As our candle's flame reaches toward the sky so blue  
Let us ask the Lord to give us wisdom to lead each  
boy straight and true.  
Help each of us to be like our candles, straight and tall  
And be inspired to give to God and our country our all.

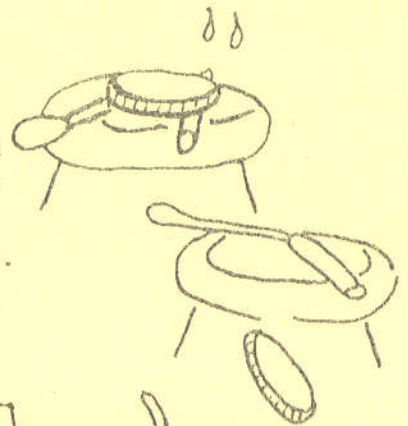
### HOW TO MAKE MAGIC CANDLES

Take a white candle and drill 1/4 inch diameter holes every two inches down opposite sides of the candles. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold decoratively down the side of the candle.

### MAGIC DIME

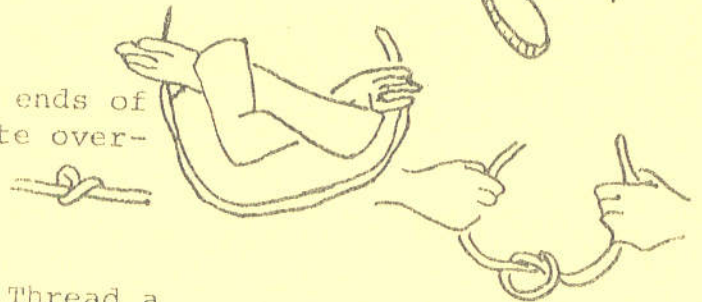
Partially break a wooden match. Lay the broken match over the mouth of a milk bottle. Place a dime on the match. Ask someone to make the dime fall into the bottle without touching coin.

(Solution: Place drops of water on broken part of match)



### MAGIC KNOT

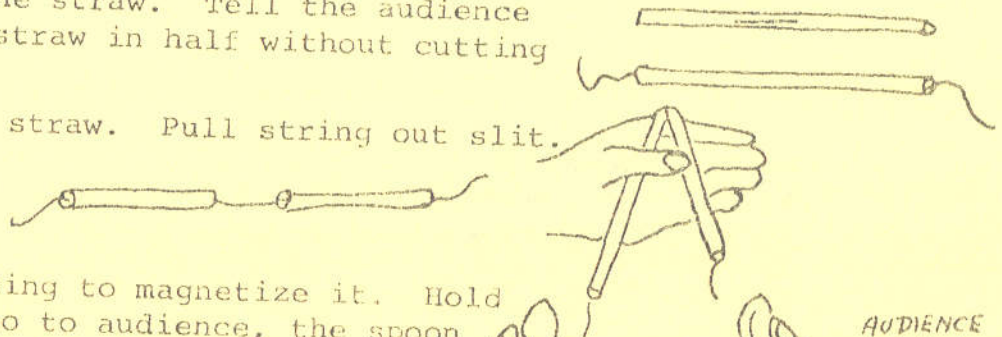
Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete over-hand knot by uncrossing arms.



### MAGIC STRAW

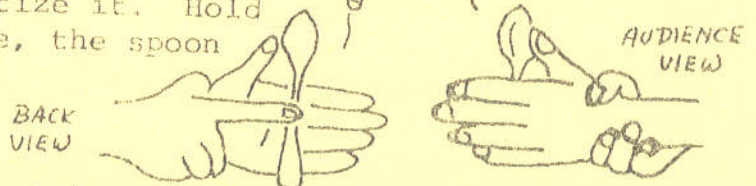
Cut slit in the middle of a straw. Thread a string through the straw. Tell the audience you can cut the straw in half without cutting the string.

(Solution: Bend straw. Pull string out slit. Cut straw)



### MAGNETIC SPOON

Rub spoon pretending to magnetize it. Hold spoon as shown, so to audience, the spoon seems to stick to your hand.



### BUTTONHOLE STRING TRICK

Tie the ends of a 2 foot long string together and, without twisting, run the string through your coat or shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with the thumbs pointing upward and fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

(Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without losing the string, draw your hands apart and near to your chest. Suddely drop the left thumb out of the loop, releasing the string from the thumb and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.)

MAKING MAGIC

OPENING

Cubs will come out with large cards with M-A-G-I-C spelled out on them.

MYSTERIOUS MYSTICAL MAGICIANS WILL PERFORM

ARTISTIC FEATS OF SKILL

GREAT TRICKS OF MAGIC

INSTANTANEOUSLY PERFORMED BEFORE THE VERY EYES OF

CUBS AND PARENTS ALIKE.

CLOSING THOUGHT

The real magic in life is not the tricks or slight of hand performed by magicians but the changing of a boy into a man. Cub Scouting is one of the tools used in this mystical transformation. The Cub Scout leaders and parents are the real magicians.





### MAKING MAGIC

All the pack will do the hand motions as someone reads or tells the story.

Down Comes the Fairy: Raise both hands over the head, fingers extended and lower them wiggling fingers as you do.

Scooped up field mouse: Bend down and pick up mouse.

Popped him on the head: Hit left hand with right hand.

Little Johnny Rabbit: Make ears with fingers behind head.

While fairy is talking: Shake your finger.

Little Johnny Rabbit\_\_\_ came hopping by, scooped up a field mouse \_\_\_ and popped him on the head\_\_\_.

Down comes the fairy\_\_\_ and this is what she said\_\_\_,

I'll give you three more chances to stop this or I'll turn you into a toad.

Little Johnny Rabbit\_\_\_ came hopping by, scooped up a field mouse \_\_\_ and popped him on the head\_\_\_.

Down comes the fairy\_\_\_ and this is what she said\_\_\_. "I'll give you two more chances to stop this or I'll turn you into a toad."

Little Johnny Rabbit\_\_\_ came hopping by, scooped up a field mouse \_\_\_ and popped him on the head\_\_\_.

Down came the fairy\_\_\_ and this is what she said\_\_\_ "I give you one more chance to stop this or I'll turn you into a toad."

Little Johnny Rabbit\_\_\_ came hopping by, scooped up a field mouse \_\_\_ and popped him on the head\_\_\_.

Down came the fairy\_\_\_ and Poooff ---

Little Johnny Toad\_\_\_ went hopping by.



### THE MYSTERIOUS FRUIT SEED

Announce that you are going to "hypnotize" a fruit seed to follow your orders. Drop a seed in a glass of Ginger Ale and tell it to sink. Then tell the seed to rise. After the seed rises, tell it to sink again and it will go to the bottom.

THE TRICK: Drop an apple or a grape seed into a glass of Ginger Ale or soda water. The seed will first sink because of its weight and then rise again as the soda bubbles form around it. As the bubbles break loose at the top, it will again sink. Try out this trick ahead of time so you can find out how long it takes your seed to rise and to sink again.

### PICK A PENNY

Tell the audience that you can pick a marked penny from a group of pennies in a hat without looking.

THE TRICK: Borrow a penny from someone and mark it with a pencil so everyone will recognize it. Then hand it to someone else and ask them to hold it tight in their hand to magnetize it. After they have held it for a few minutes or long enough to make it warm, drop it in the hat with four or five other pennies. You then reach into the hat and pull out the pennies one at a time without looking at them. You can readily tell the marked penny because of the heat it will retain.

### MAGIC HAT

Put three small pieces of candy on a table, cover each with a hat. Lift the first hat, eat the candy and put the hat back where it was. Lift the second hat and the third hat in turn, eat the candy and replace the hats. Now say, "You have seen me eat the candy under all three hats. But I can use magic so that the candy is under one of the hats. Which hat do you choose?"

THE TRICK: Have someone select a hat. Pick it up and put it on your head. Announce, "You are right. The candy is under the hat, isn't it?"

### DRINK OF WATER

Put a glass of water on a table and cover it with a napkin. Tell a friend that you can drink the water without touching the napkin.

THE TRICK: Walk around the table saying some magic words. Ask the friend to lift the napkin to see if the water is still there. When he lifts the napkin, quickly take the glass and drink the water. You didn't touch the napkin, did you.

## RABBIT TRICK

No magician show is complete without a rabbit popping out of a hat. Here is an easy way to do this trick. Before the show starts, place rabbit flat on magician's table unseen by audience. On back of this rabbit will be a piece of metal. The magician's wand will have a magnet on the end of it. When show starts, put arm thru hat to show there is nothing in the hat. Place it on the table over the rabbit. Take wand and place to the side of the hat saying magic words. Draw wand up along side of hat. Rabbit will follow wand and come up out of the hat.

### Materials:

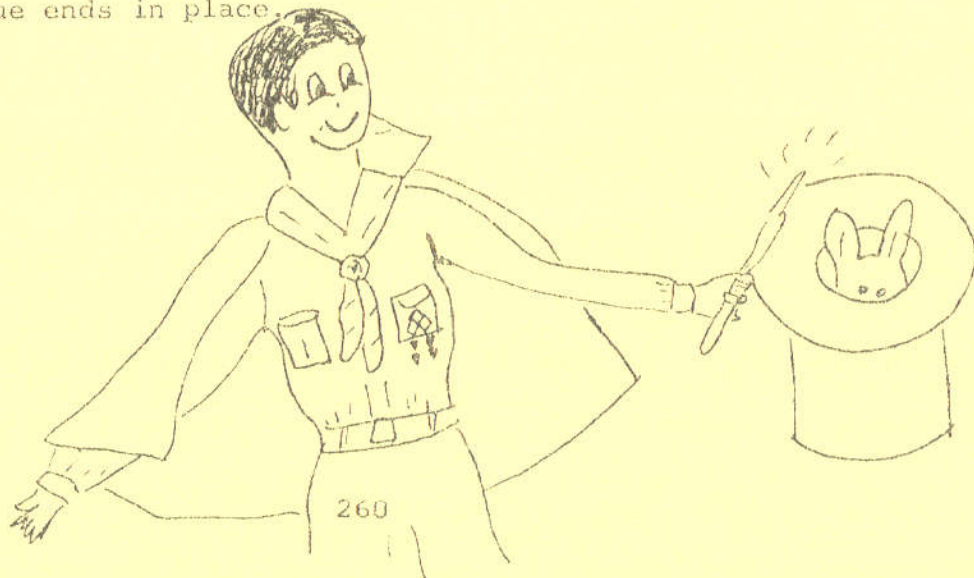
- Black construction paper - large sheet
- White construction paper
- Black crepe paper
- 14" long piece of dowel 1/4" thick
- Small magnet
- Glue
- Staple

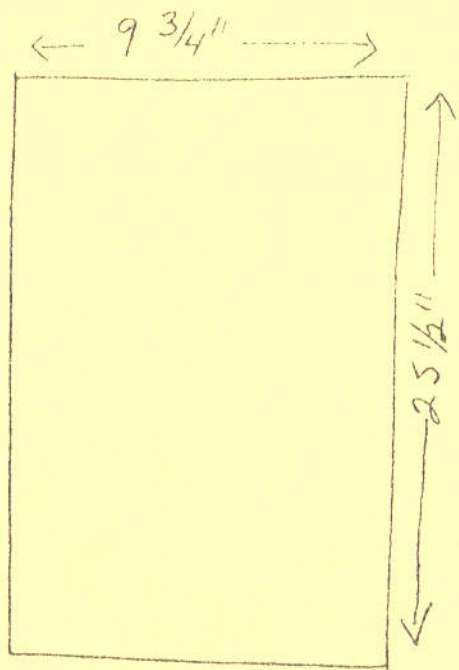
### DIRECTIONS:

**HAT:** Cut crown and brim from one sheet of black construction paper. (FIG.1) next page. Cut 3/4" tabs along bottom edge of crown, overlap side and staple together. (FIG. 2) next page. Slip brim over tabs. Bend tabs back and paste to under side of brim.

**RABBIT:** Cut rabbit from pattern on next page, using white construction paper. Paint ears and face features on rabbit. On back of rabbit, tape a 1" square of metal cut from juice can top. (FIG. 3) next page.

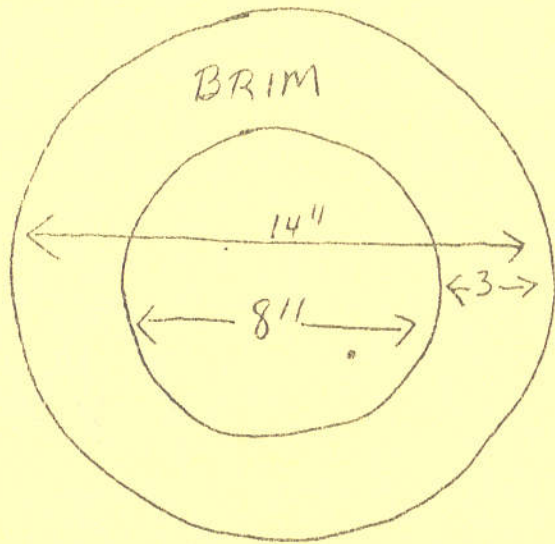
**MAGIC WAND:** Tape magnet on end of 14" piece of dowel. (FIG. 4) next page. Wrap dowel with 1/2" strip of black crepe paper, glue ends in place.



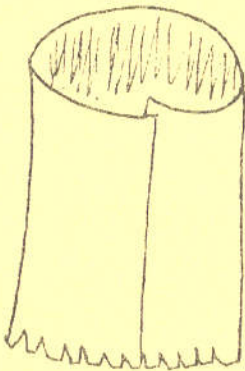


$\frac{1}{2}$ " LAP OVER

(FIG. 1)



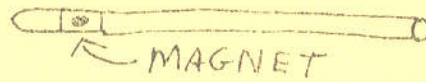
(FIG. 2)



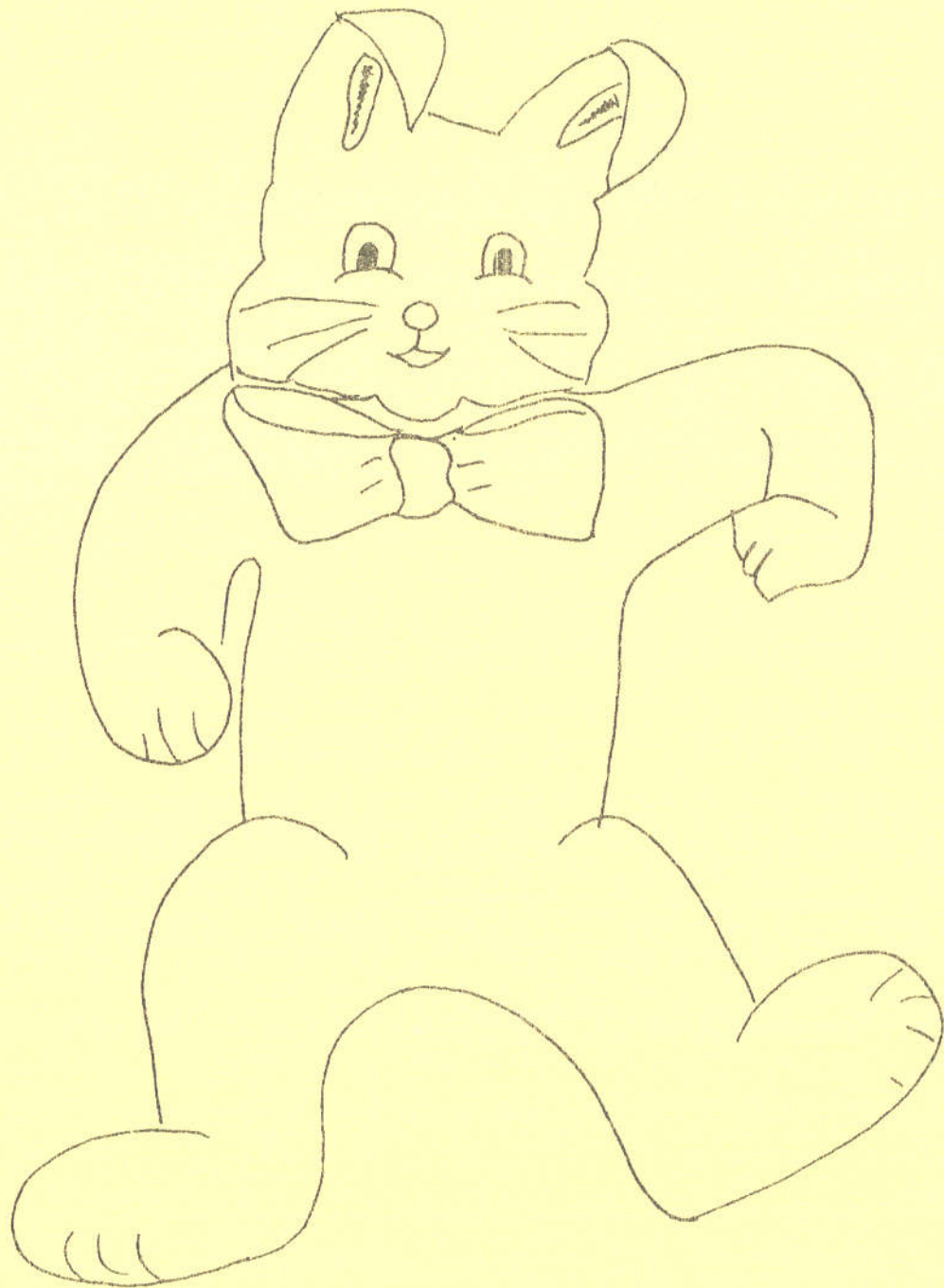
(FIG. 3)



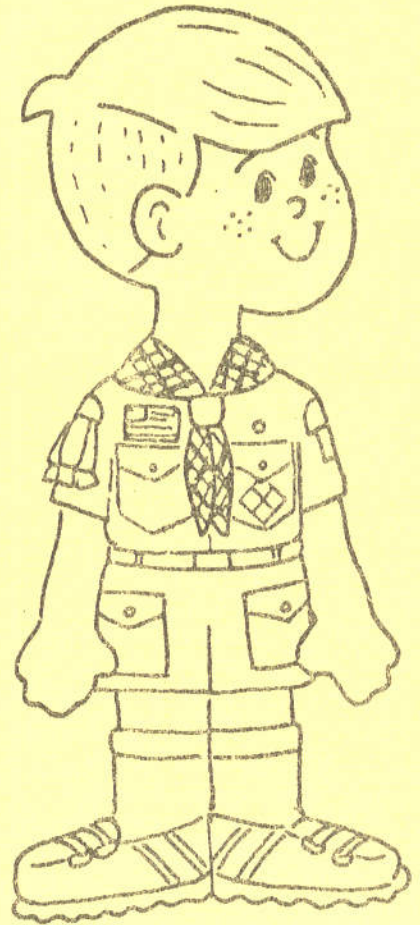
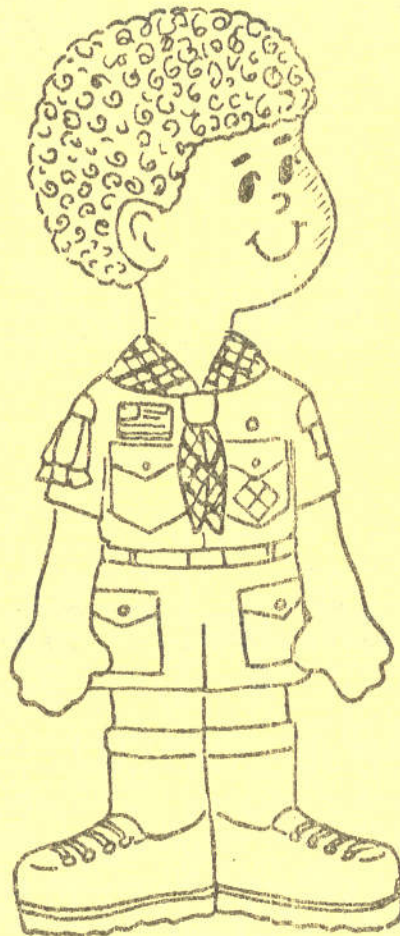
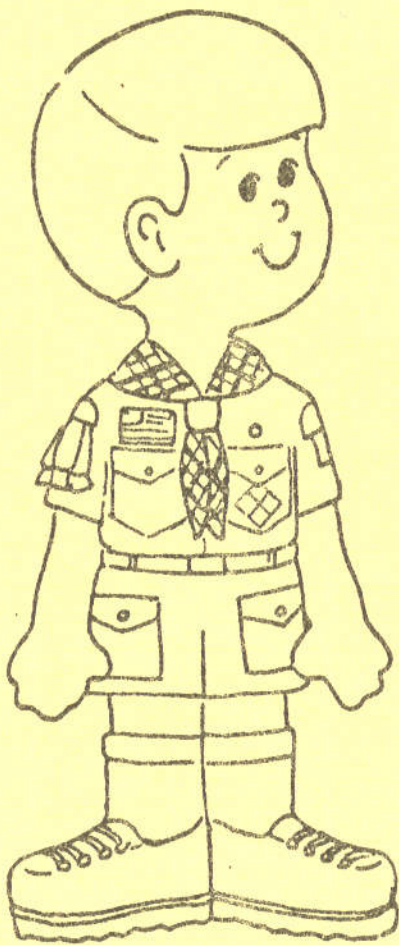
(FIG. 4)



Actual Pattern Size For Tracing



# SONGS



Create the kind of self

you will be happy

to live with

all your life.

## THINGS TO DO WITH SONGS

- \* Divide into separate groups to sing separately or when pointed to.
- \* Add motions to fit the words.
- \* Vary singing with humming, whispering, whistling or clapping.
- \* Leave words out and clap hands in that space. (example BINGO)
- \* Use musical or rhythm instruments.

## HINTS

- \* If a song is long or new, words should be printed on a blackboard or large poster board in BIG letters for all to see. Mimeographed sheets are nice but interfere with action songs.
- \* Be ready with a couple of songs at a moments notice - it can save a meeting or gathering.
- \* Don't get in a rut. Use many different kinds of songs. Such as: Accumulative songs, Action songs, Closing songs, Cub Scouting songs, Fun songs, Greeting songs, Marching songs, Novelty songs, Patriotic songs, Rounds, and Special Occasion songs.





SINGING IS FUN. YOU DON'T NEED TO BE A PROFESSIONAL SINGER OR AN ORCHESTRA LEADER TO LEAD CUB SCOUT SINGING SUCCESSFULLY. HERE ARE SOME TIPS.

#### SONG LEADING

- \* Smile. Relax. Show ENTHUSIASM. Appear to be confident whether you actually feel that way or not.
- \* Be prepared. Select songs in advance and be sure that you know them well enough to teach with confidence.
- \* Always introduce the name of the song. You may want to sing it through once.
- \* Start with a familiar song so everyone can sing out confidently.
- \* Give the pitch by humming or singing a few bars yourself (if it's wrong - don't hesitate to stop and start again). If someone in the pack plays an instrument, have them play a few bars.
- \* Be sure to be in a key that is easy for everyone.
- \* State "READY" and SING. In order to keep everyone together use up - and - down arm motions to fit the beat of the words. Don't worry if everyone does not start on the first note, they'll join in later.
- \* Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
- \* Don't stand in one spot. Move around to create some pep and personality.
- \* Never go on long enough that people ask you to stop. Leave them wanting more.

#### WHY SING

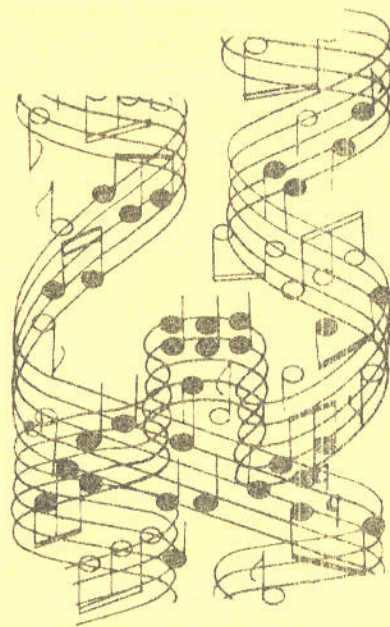
- \* It's FUN!
- \* Singing takes energy and boys have lots of energy.
- \* It presents a variety in meetings.
- \* It enhances the monthly theme and can set a mood.
- \* A song can bring a group together.

In the beginning there was music. Well maybe not in the first big seven, but probably only a few days later. Music has been around for as long as man can remember. It has always had a significant place in our lives. It certainly has had it's place in history. Where was Nero during the burning of Rome? Playing his fiddle of course. We know that the American natives used music in nearly all ceremonies. Their chants and drum playing are of great interest to our Scouts.

Music is so much a part of our lives we tend to take it for granted. More than likely, it is not even noticed at all. How many times do we become so intrigued with a movie that we are unaware of the musical soundtrack? It creates moods and reactions in us that are so subtle we are completely unaware that we are being affected at all.

Music is a Great Communicator. Babies certainly do not understand much of our language at their point of life, but look how often a mother will successfully lull her child to sleep. If you were to go to a foreign country you may not understand their language, but you would still be able to enjoy their music. Although lyrics are indeed an intrical part of a song, not all songs need to be sung to be understood.

Music can be enjoyed at many levels and in numerable ways. Types, styles, and cultural influences are as varied as are the people who listen to music and their perceptions of it.



# ABRAHAM, MARTIN AND JOHN

Words and Music by  
DICK HOLLER

Rubato

Medium rock beat

Has An - y - bod - y

here seen my old friend { 1. A - bra - ham, } Can you  
 { 2. John, }  
 { 3. Mar - tin, }

tell me where he's gone? He freed a lot - ta

B3-4473-4

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Am Gm7 Bb Am F/A Gm7

peo - ple, but it seems the good die young — But I just looked a -

C Gm7 1.2. F sus F

round and he's gone. \_\_\_\_\_

Gm7 C7 F 3. F sus

Has gone. \_\_\_\_\_

F Bb Am7 Gm7 Bb

Did-n't you love — the things they —



Gm7 Bb F Gm7

old friend Bob - by, Can you tell me where he's

C6 C7 Dm Am

gone? I thought I saw him walk - in' up

Gm7 Am Gm7 C6 C7

o - ver the hill with A - bra - ham Mar - tin and

Dm F

John.

Repeat and fade.

## SHE'LL BE COMIN' ROUND THE MOUNTAIN

She'll be comin' round the mountain, when she comes "toot toot"  
(pull an imaginary train whistle)  
She'll be comin' round the mountain, when she comes "toot toot"  
She'll be comin' round the mountain,  
She'll be comin' round the mountain,  
She'll be comin' round the mountain,  
when she comes "toot toot"

She'll be driven' six white horses, when she comes "whoa back!"  
(pull back reins)  
She'll be driven' six white horses, when she comes "whoa back!"  
She'll be driven' six white horses  
She'll be driven' six white horses  
She'll be driven' six white horses,  
when she comes "whoa back!, toot toot"  
(do the actions)

...And we'll all go out to meet her, when she comes "Hi Babe"  
(wave hand)

...We'll kill the old red rooster, when she comes "chop, chop"  
(chopping motions)

...We'll all have chicken and dumplin's, when she comes "yum, yum"  
(rub tummy)

...She'll be wearin' red pajamas, when she comes "scratch,  
scratch"  
(scratch)

...She'll have to sleep with Grandma, when she comes, "move over"  
(make pushing motions)

...We'll have a great big party, when she comes "Yahoo!"  
(swing arm over head as for a lasso)

(For the last line of each verse, perform the actions for that  
verse and all preceding ones. The last verse will include  
"Yahoo, move over, scratch, scratch, yum yum, chop, chop, hi  
babe, whoa back, toot toot!")

NOVEMBER - HEROES IN BOOKS

NOAH'S ARK

CHORUS:

Rise and shine and give God the glory, glory.  
Rise and shine and give God the glory, glory.  
Rise and shine and give God the glory, glory.  
Children of the Lord.

God said to Noah, there's goin' be a floody, floddy.  
God said to Noah, there's goin' be a floody, floody.  
Get those animals out of the muddy, muddy.  
Children of the Lord.

CHORUS

Noah he built him, he built him an arky, arky.  
Noah he built him, he built him an arky, arky.  
Built it out of hickory barky, barky.  
Children of the Lord.

CHORUS

The animals they come on, they came on by twozees, twozees.  
The animals they come on, they came on by twozees, twozees.  
Elephants and kangaroozees, roozees.  
Children of the Lord.

CHORUS

It rained it poured for 40 dayszees, dayszees.  
It rained it poured for 40 dayszees, dayszees.  
Almost drove those animals crazees, crazees.  
Children of the Lord.

CHORUS

The animals they came off, they came off by threezees, threezees.  
The animals they came off, they came off by threezees, threezees.  
Elephants and kangareezees, reezees.  
Children of the Lord.

CHORUS





## Boy Scout Camp



### BOY SCOUT CAMP

Boy Scout camp, Boy Scout camp  
The buses that they give you  
They say they're mighty fine  
But when you turn the corner  
They leave the wheels behind

### CHORUS

Oh, I don't want to go to Boy Scout Camp  
Gee mom I wanna go, but they won't let me go,  
Gee mom I wanna go ho-o-me.

drivers - they look upon you,  
they look like Frankenstein.

donuts - but one rolled off the table  
and killed a friend of mine.

counselors - you ask a question  
they say get back in line!

nurses - my brother got a splinter  
his funeral was at nine.

latrines - you sit upon them  
the bugs, crawl up your behind.

## Muscle 'n' Arm

when I first came to this wondrous land I was not a wealthy man

so I bought my self a farm (got) and I called my farm (horse cow) muscle n' arm (repeat)

And the land was sweet & good I-ade I-ade I-ade I-did what I could

### MUSCLE N' ARM

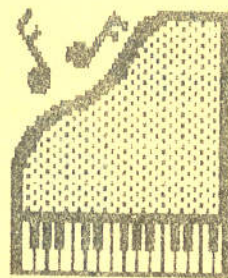
When I first came to this wondrous land,  
 I was not a wealthy man,  
 So I bought myself a farm  
 And I called my farm muscle n' arm

And the land was sweet and good,  
 ade, ade, ade  
 I did what I could.

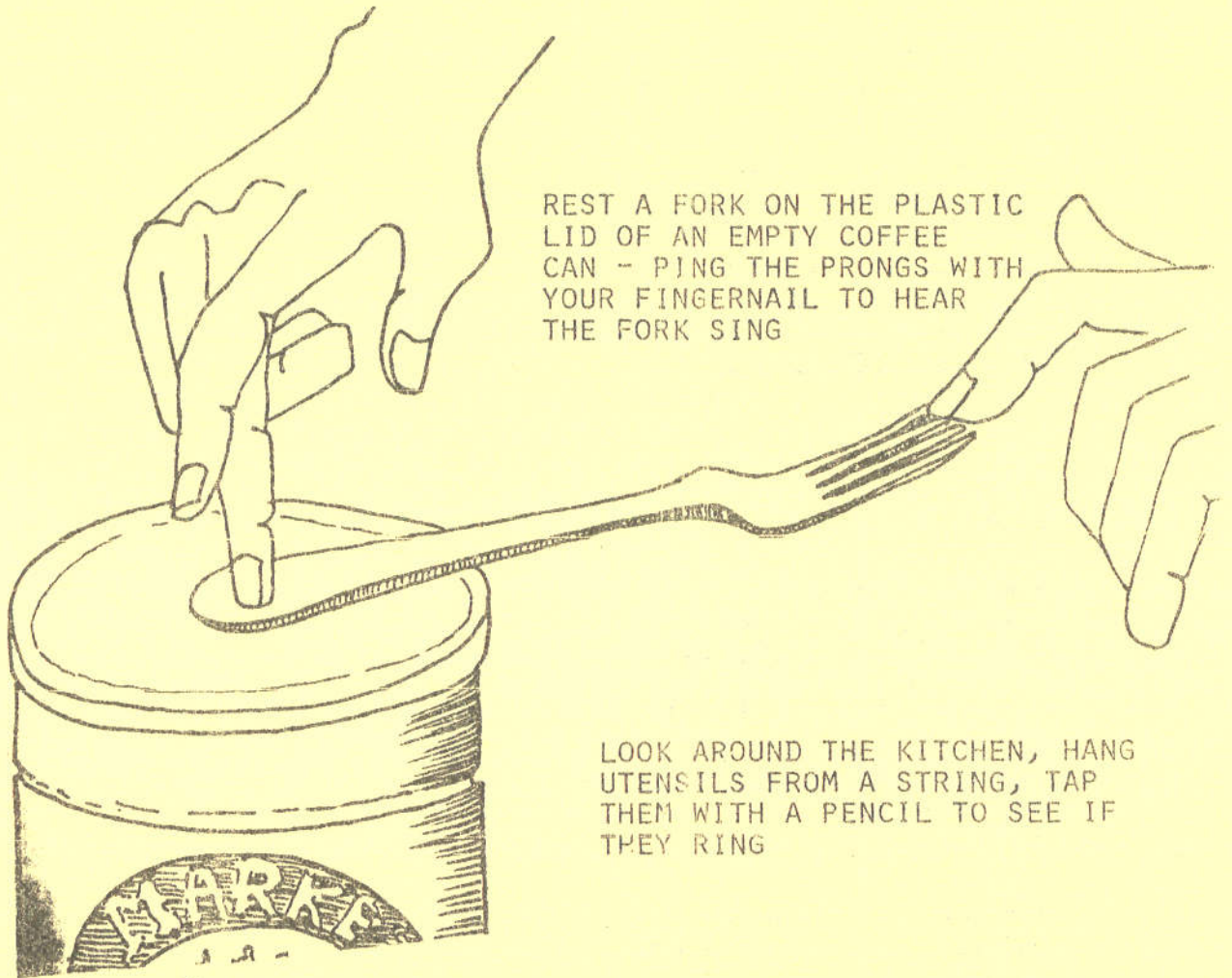
(Repeat verse changing the underlined words to a horse Diamond of course,  
 but also repeat the farm-Muscle n' Arm.

Repeat again and again adding new animals, etc.)

farm-Muscle n' Arm  
 horse-Diamond of Course  
 cow- No Milk Now  
 hen-Gone Again  
 duck-Out of luck  
 wife- Love of My Life  
 daughter- Do What Ya Oughta  
 son-My Works Done

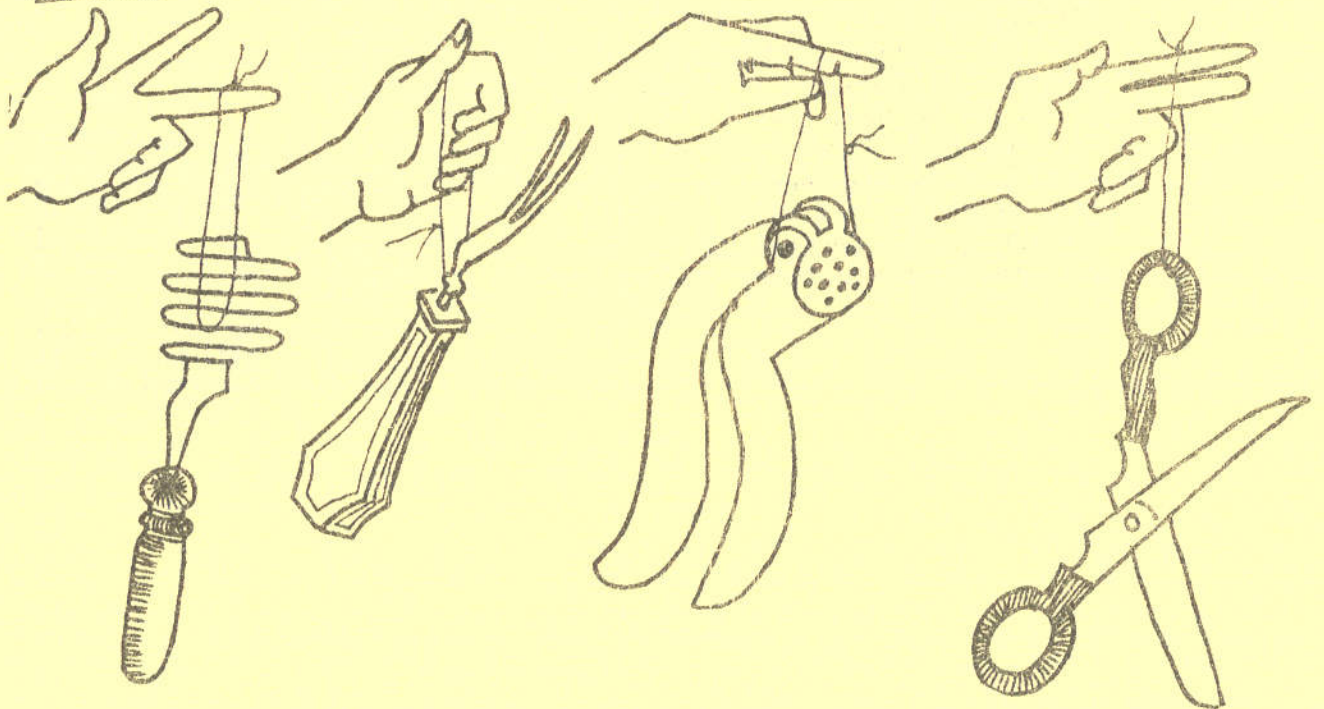


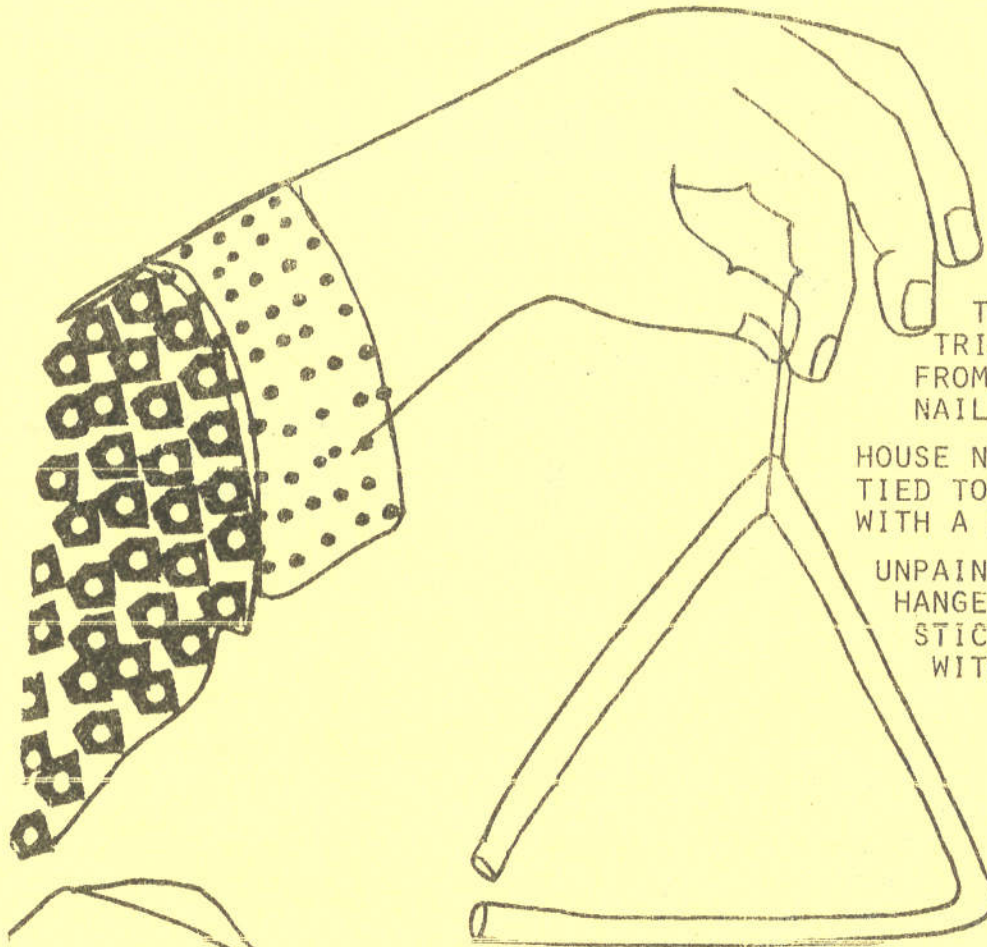
MUSICAL INSTRUMENTS



REST A FORK ON THE PLASTIC LID OF AN EMPTY COFFEE CAN - PING THE PRONGS WITH YOUR FINGERNAIL TO HEAR THE FORK SING

LOOK AROUND THE KITCHEN, HANG UTENSILS FROM A STRING, TAP THEM WITH A PENCIL TO SEE IF THEY RING

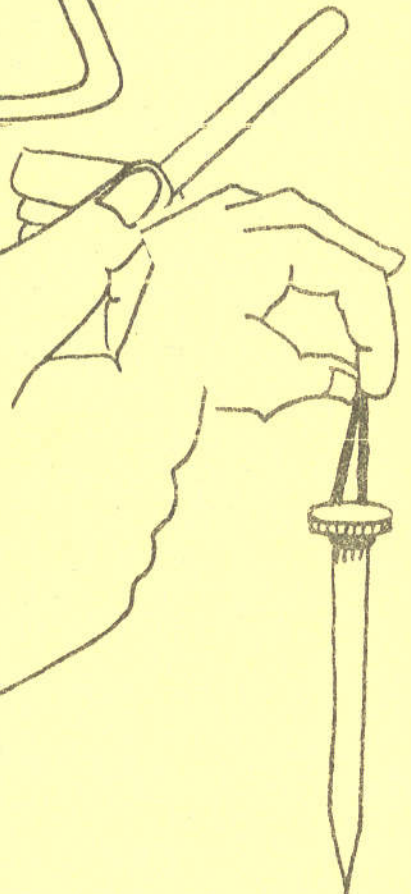
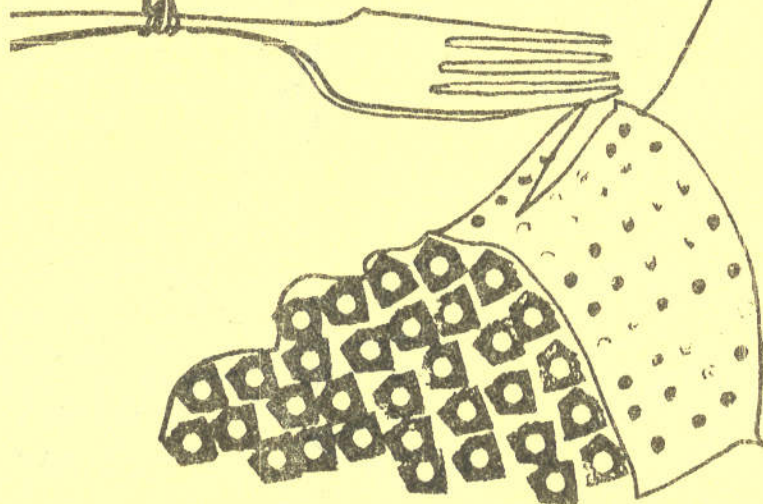
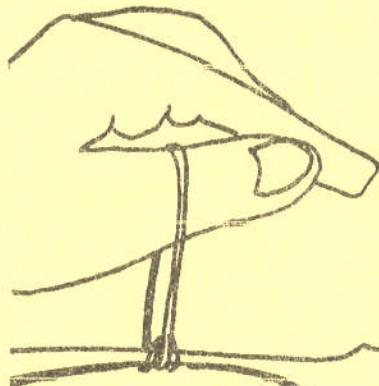


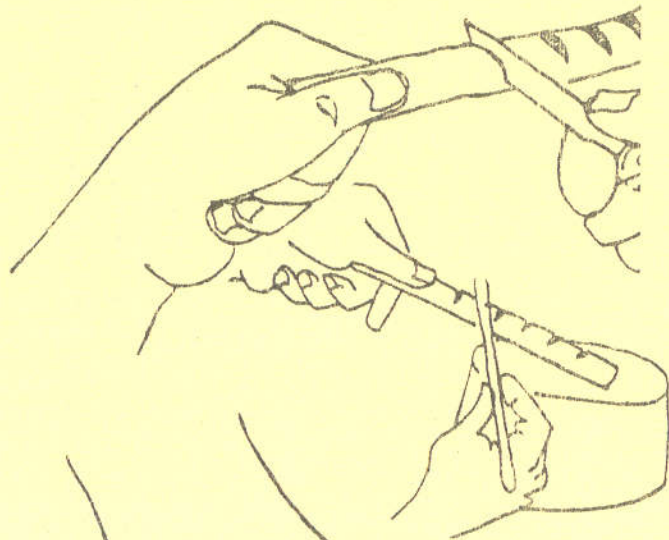


THE SOUND OF A TRIANGLE CAN BE HAD FROM A FORK, OR A NAIL, OR BENT STEEL.

HOUSE NAILS CHIME WHEN TIED TOGETHER AND STRUCK WITH A NAIL.

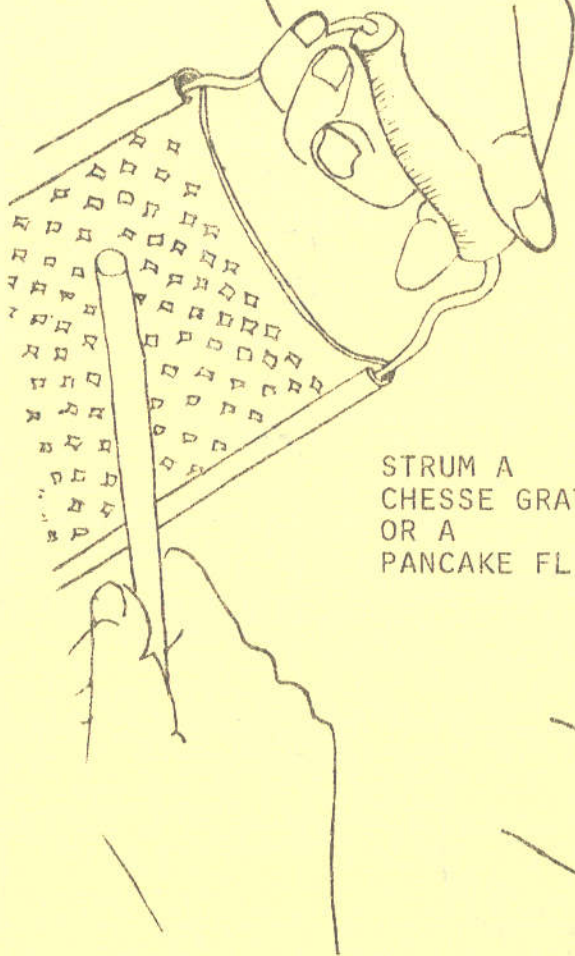
UNPAINTED METAL COAT HANGERS HANGING FROM A STICK SING WHEN STRUCK WITH A NAIL.



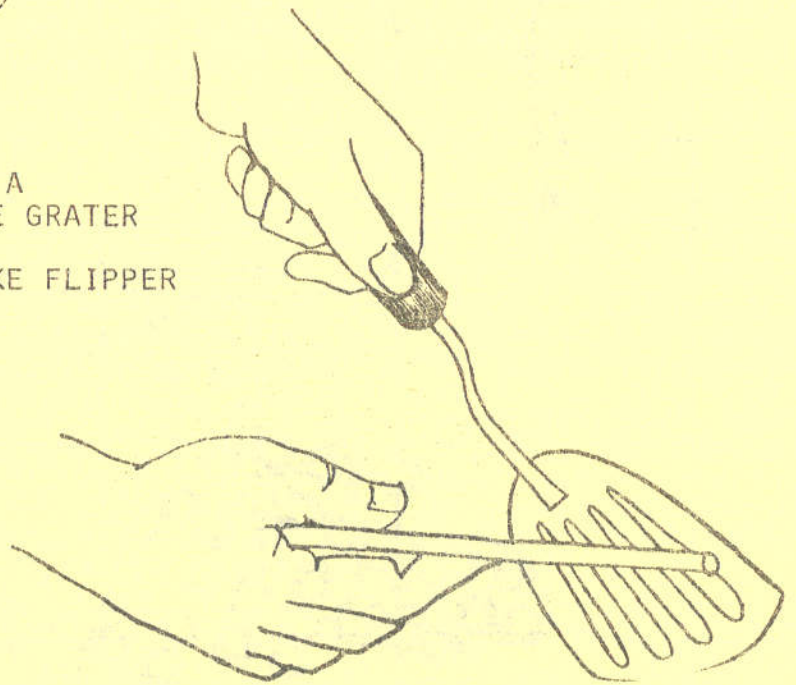


NOTCH A TWIG  
AND SCRAPE IT  
WITH A STICK

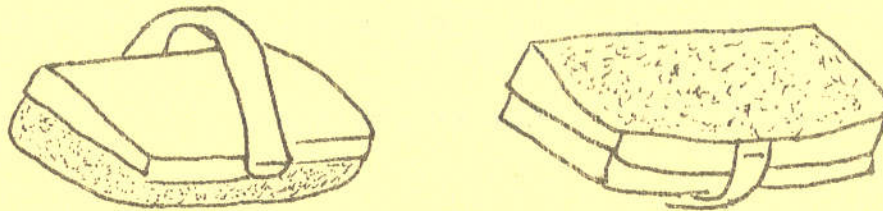
USE A BOX, A BOWL,  
OR A POT FOR A  
SOUNDING BOARD



STRUM A  
CHESSE GRATER  
OR A  
PANCAKE FLIPPER



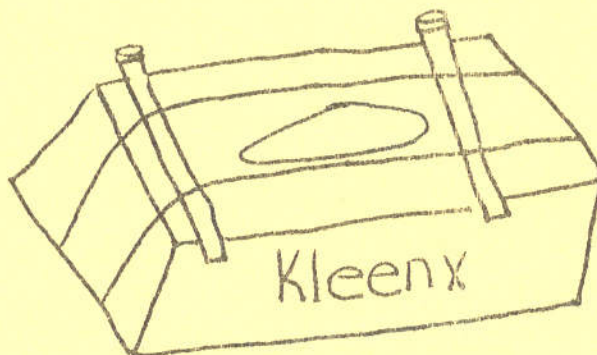
SAND BLOCKS - TACK SANDPAPER ON WOODEN BLOCKS THEN TACK ON TAPE OR RIBBON AS HAND HOLDERS



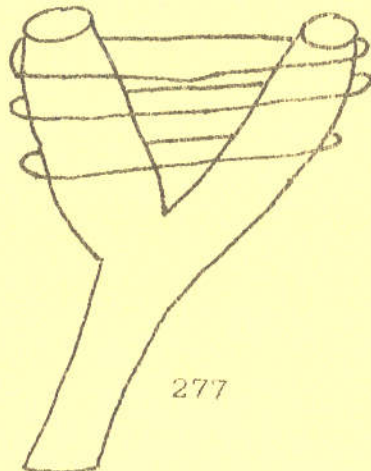
SHAKERS - TAKE ANY TYPE OF EMPTY CONTAINER AND FILL WITH RICE, BEANS, PEAS, SAND, ETC.

BALLOONS MAKE GOOD SHAKERS

RUBBERBANDS SING ACROSS A FIRM BOX WHEN RAISED UP BY PENCILS

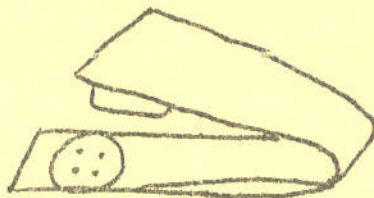


MAKE A LYRE. TAKE A Y BRANCH AND STRETCH AT LEAST THREE RUBBERBANDS.

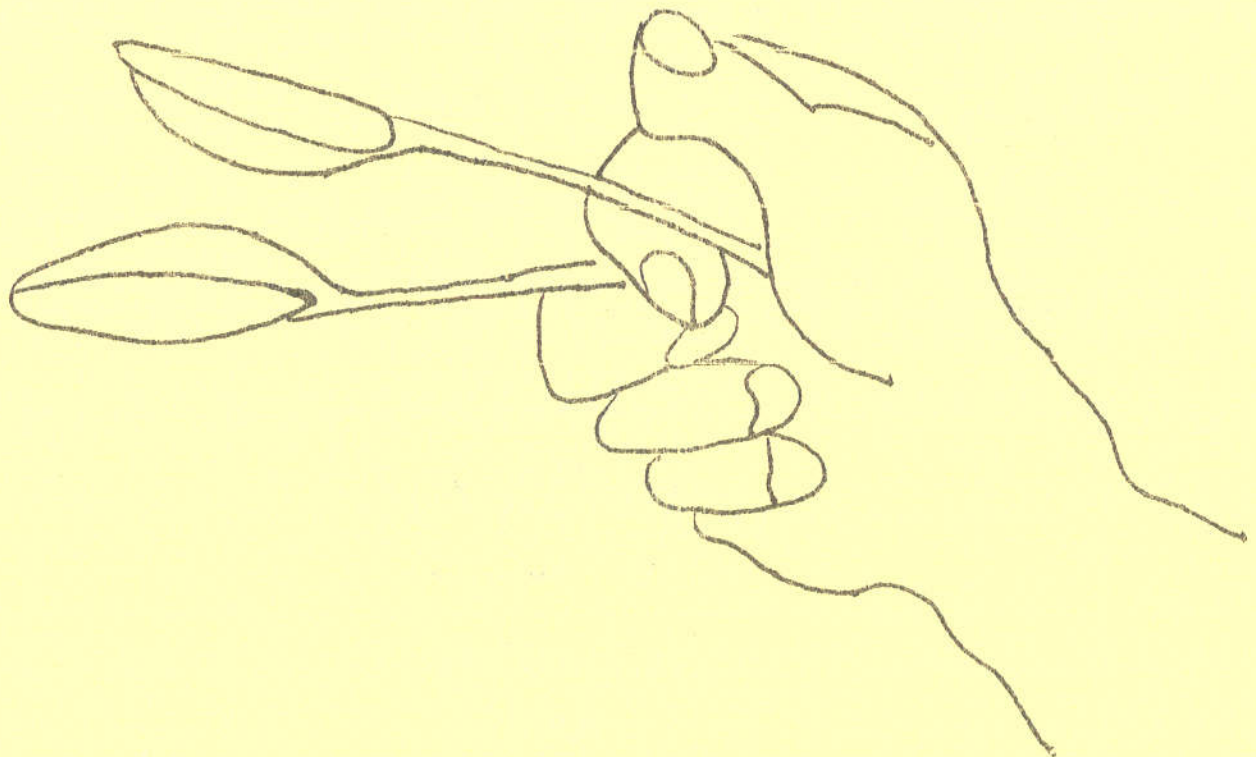


CLAPPERS - BUTTONS GLUED ONTO A STRIP OF  
CARDBOARD

- BUTTON CASTANETS



- SPOONS WOOD OR METAL, CLAPPED  
TOGETHER MAKE A GOOD HOLLOW SOUND

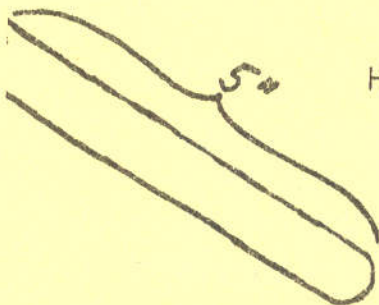
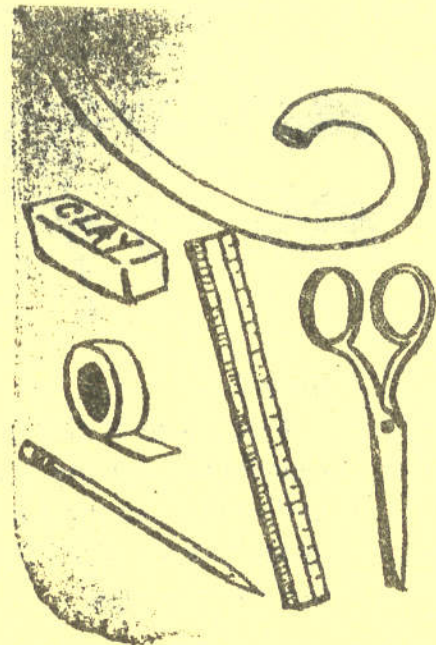


## Making Panpipes

Panpipes are the easiest kind of flute to make and tune. To make panpipes you will need:

- 1 Rubber shower hose, sold at a hardware store or a five-and-ten.
- 2 Modeling clay.
- 3 Masking tape.

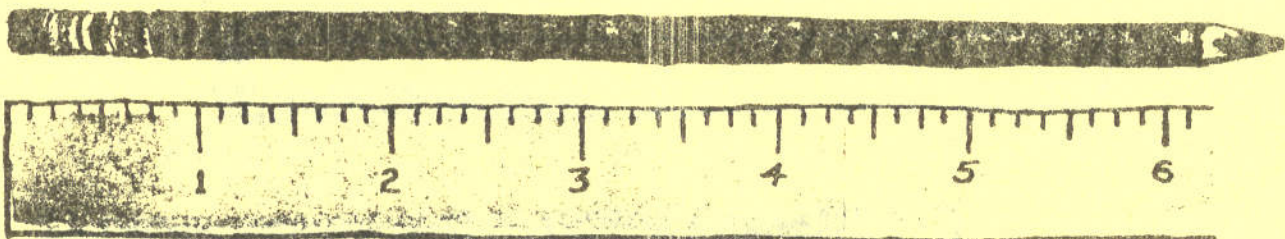
Here are the tools you will need:  
Ruler Scissors Pencil



Here is what you do.

### Step 1

With your scissors, cut off a piece of hose 5 inches long. If the hose has too much curve, straighten it by soaking it in hot water.



### Step 2

Measure on your pencil to 4 inches from the eraser end. Mark this with another pencil or crayon.

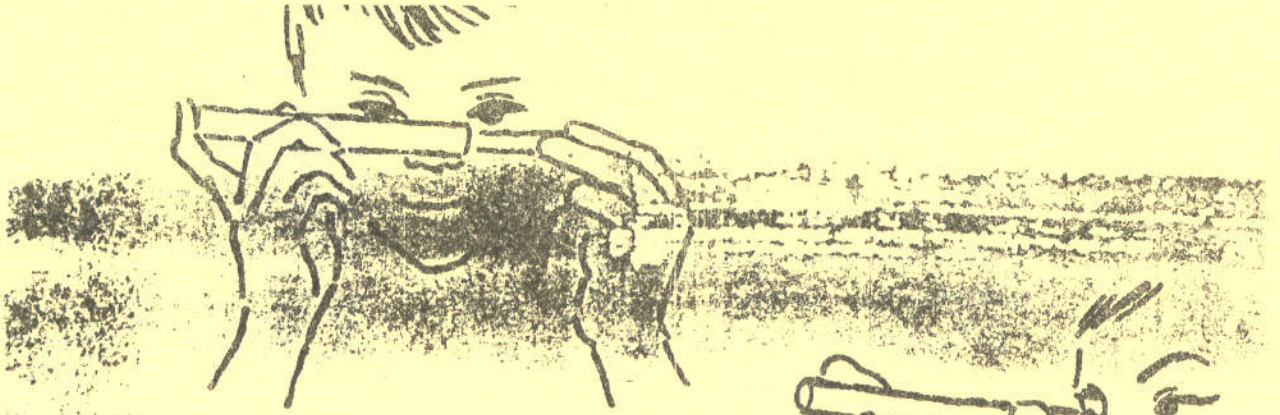


PANPIPES

### Step 3

Next, take a piece of clay about the size of a marble and roll it into a cylinder shape about an inch long.

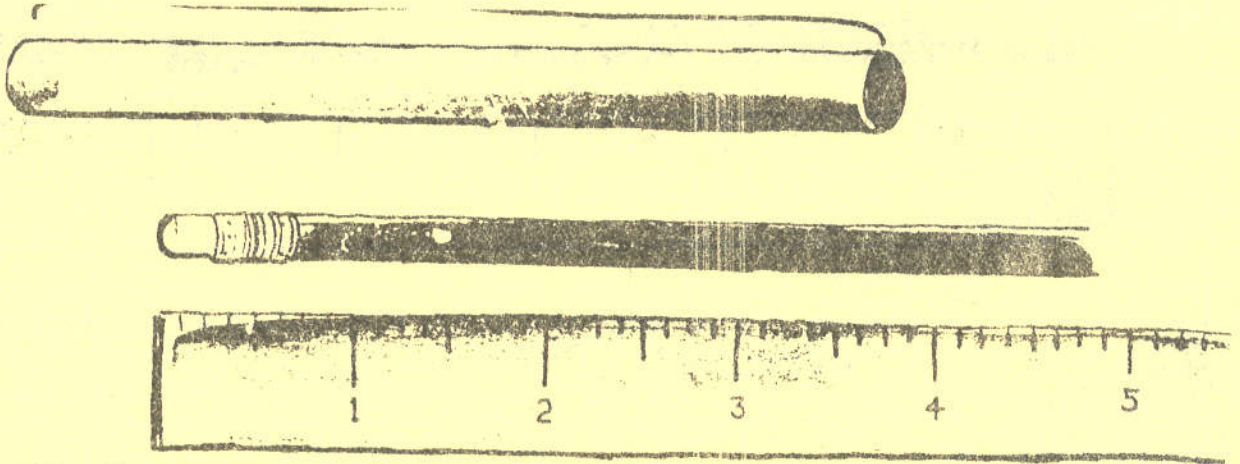




#### Step 4

Put the piece of clay into one end of the 5-inch piece of hose. Hold your finger over the clay. Put your marked pencil in the other end until it reaches the 4-inch mark. This will be the right length for the inside of your pipe. The clay should fit tightly so that you can't see through the pipe.

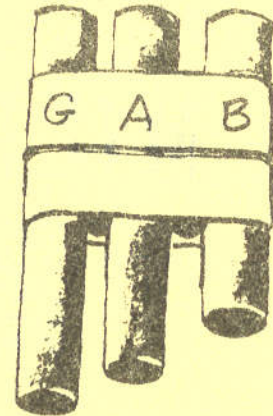
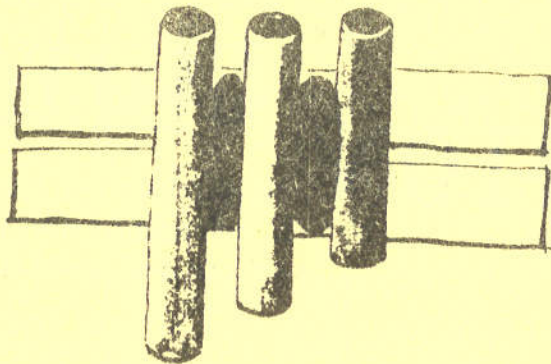
If there is too much clay, push it out with the pencil. If there is not enough, take out the pencil and drop in little pieces of clay. When the outside is just the length of your marked pencil, the pipe will give you a certain sound or pitch when you blow it. This pitch is named G in the musical world.



#### Step 5

Now you are ready to make the next pipe which will give you the sound (pitch) A. You make it as you made the other pipe. First cut  $4\frac{1}{2}$  inches of hose. Mark the pencil at  $3\frac{1}{2}$  inches for the inside of this pipe.

For the third pipe, cut your hose to  $3\frac{3}{4}$  inches and mark your pencil at  $3\frac{1}{8}$  inches for the inside of the pipe. This will give you the sound (pitch) B.



**Step 6**

Now put the pipes together. Place a little wad of clay between the pipes and then wrap them with tape. You have your own blowing instrument that gives you three different sounds. Mark each pipe with its pitch.

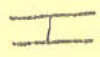
It may take a little time to learn to blow your panpipes. Here is a way to help you learn. Hold the pipes so that the shortest one is on your right. Press the open end of the shortest pipe against the top of your lower lip. Blow across the pipe. This is like blowing across the top of a bottle. Keep trying until you get a sound. Then blow the other two pipes.

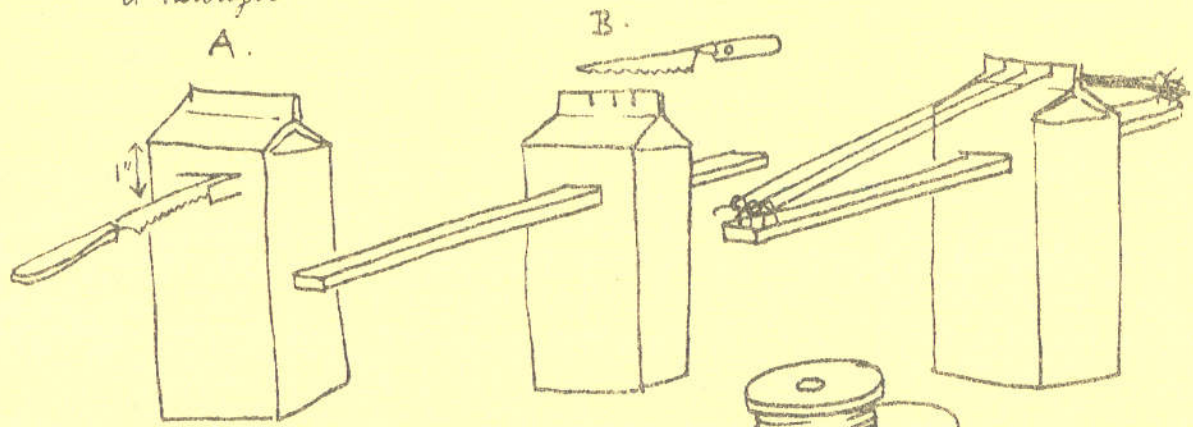
Blow a loud sound. Blow a soft sound. Blow the highest sound and the lowest sound. Blow your name on the pipes.



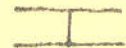
# MILK CARTON GUITAR

all you need is a yardstick,  
a milk carton, six screw eyes,  
a knife, and some fishing line.

 If you cut this shape it will hold the stick tighter when you poke it through.

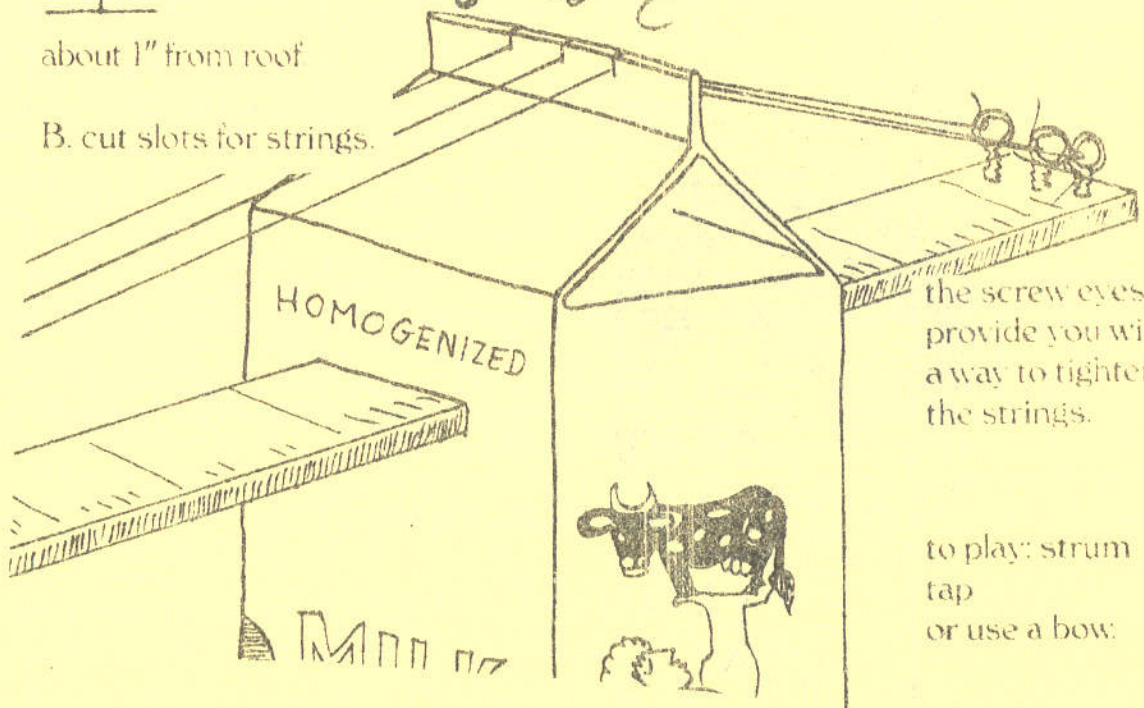


A. cut the hole



about 1" from roof

B. cut slots for strings.

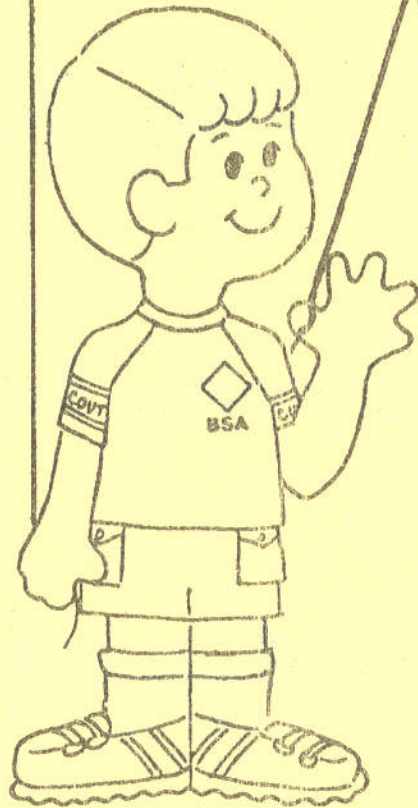


the screw eyes provide you with a way to tighten the strings.

to play: strum  
tap  
or use a bow.

GAMES

NON-COMPETITIVE  
GAMES



Learn laughter from little children

by thinking their thoughts,

dreaming their dreams

and playing their games.

```

GGGGGGG      A      MM      MM      EEEEEEE      SSSSSS
GG      G      A A      MM M M MM      EE      SS S
GG      AA AA      MM M MM      EE      SS
GG GGGG      AAAAA      MM M MM      EEEEE      SSSSSS
GG GG      AA AA      MM      MM      EE      S
GG GG      AA AA      MM      MM      EE      S SS
GGGGGGG      AA AA      MM      MM      EEEEEEE      SSSSSS

```

No one knows when man first started to play games. We can assume the caveman had some sort of activity we would call a game, to distract him and his family from their perilous existence. Ancient races used games as a teaching method for young men, to learn how to shoot, wield a sword, throw a spear, or to become nimble on their feet, which might save their life. Even nature has the young of animals play, which develops their muscles and senses and skills necessary to stay alive in the world.

Games are an integral part of Scouting's program because they are an important teaching method. Games are educational, fun, a learning experience, a way of developing muscles, mental concentration, sportsmanship, agility, fair play, and a release valve for pent-up, bursting energy.

Games might be defined as a combination of physical and mental contests played for enjoyment according to set rules. In Cub Scouting, games are the sunny side of life... they are used as an educational playway to help Cub Scouts grow and develop physically and mentally, to wait their turn and fair play; it also helps to develop leadership.

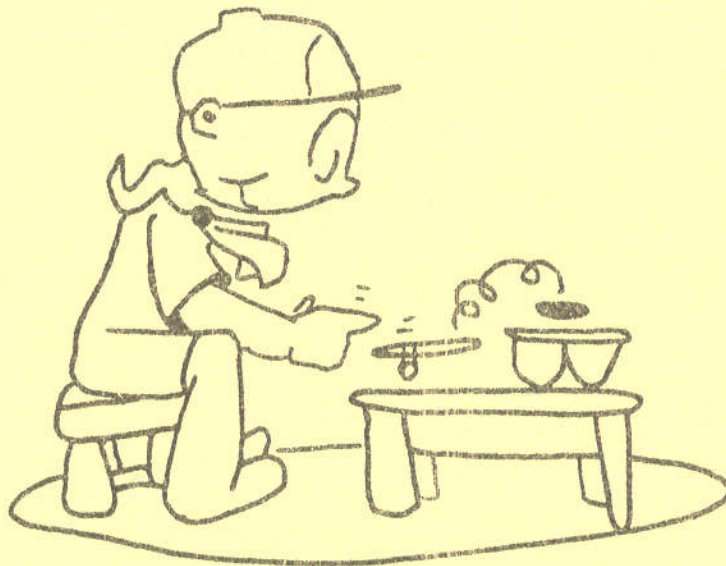
There are many different categories of games:

1. Physical - outdoors:  
baseball, swimming, tennis, kickball, soccer, football, tag, distance throw, relays, toss games, circle games.
2. Physical - indoors:  
balloon games, feather and spoon games, peanut games.
3. Quiet - outdoors:  
hiking games, observation, and tracking games.

4. Quiet - indoors:  
Sentence Pass, card games, tricks,  
and many more.
5. Skill-improving games:  
knot tying, ring toss, bean bag  
toss, uniform inspection.
6. Special games:  
Theme related games, snow games,  
and water games.
7. Building games:  
Hi-Q boards, battery operated games,  
ring toss games.

Remember the age and the ability of today's boys and plan the games that way. A few simple rules to follow when playing games are:

- be sure to have sufficient room to play the game;  
remove all hazards
- not all outdoor games can be played indoors
- make sure you have enough players for the game
- let everyone have a turn
- make sure everyone understands the rules of the game
- alternate between fast and slow games so everyone  
can catch a breath
- remember the first rule of Scouting is "K.I.S.M.I.F."  
(keep it simple, make it fun)



## GAMES

### NAME CARDS

NO REFERENCE

This game could be used as a gathering game. Put names of different things on 3 x 5 cards such as: birds, animals, tv stars, people (deceased or alive), objects (Eifel Tower, Statue of Liberty, Golden Gate Bridge and so on). Have each player place this card, without looking at it, on his forehead and go around and ask questions on who or what he is and when he guesses it he can get another card and continue playing for as long as you want them to do so.

### FIND THE LEADER

PAGE 11

GAMES FOR CUB SCOUTS

Have the Cub Scouts seated in a circle. Select one to act as "it" and have him leave the room. The Cub Scouts choose a leader. "It" is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. "It" keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes "it".

### STIR THE SOUP

NO REFERENCE

Everyone is seated in a circle with one person being "it". The person being "it" they have a staff of some kind. That person is in the center of the chairs and then everyone gets up and starts to circle the person with the staff say "Stir the Soup, Stir the Soup-Stir the Soup", and when the person with the staff taps it on the floor three times they run for one of the chairs that have been vacated and the one who does not get to a chair they become the person in the middle.

Just like musical chairs.

### BLOWBALL

PAGE 62

GAMES FOR CUB SCOUTS

Seat the Cub Scouts at a table that is small enough to place them close together. Put a Ping-pong ball in the center of the table. On signal, the Cub Scouts, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls on the floor, return it to the center of the table and continue the game.

### BOTTLE CLOTHESPIN

PAGE 62

GAMES FOR CUB SCOUTS

Place a milk bottle upright on the floor. Give each participant in turn 10 clothespins and have him stand over the bottle. By holding the pins at eye level, he tries to drop them one at a time into the bottle. Keep score on the number of pins each Cub Scout drops into the bottle.



## GAMES

### ALPHABET ROTATION

PAGE 219

75TH JUBILEE POW WOW BOOK

Players sit in a circle. One boy begins by naming a geographical location (city, state, country). The next player to the right names another location which begins with the last letter of the previous word. For example, first player says "California"; next player says "Aberdeen".

### NECKTIE RELAY

PAGE 223

75TH JUBILEE POW WOW BOOK

The players are in relay formation. The first player in each line is given a necktie. When the whistle blows, he turns and proceeds to tie the necktie around the neck of the next player. As soon as it is tied, that player unties it and ties it around the neck of the next player, etc.

### NAME & TELL

PAGE 14

GAMES FOR CUB SCOUTS

Form a circle and have the first boy name an object beginning with the letter A and tell one thing about it. The next boy should name a B object and tell something about it. And so on, around the circle and through the alphabet. Examples: A is for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

### WHAT ANIMAL AM I?

PAGE 16

GAMES FOR CUB SCOUTS

Arrange the Cub Scouts in a circle and have one leave the room while they decide what animal he is. When he returns, he asks leading questions such as "Do I have long ears? Do I have a tail?, Am I Large?.. If he doesn't guess after seven questions, he pays a forfeit and joins the circle. Choose another boy to find out what animal he is.

### QUIZ GAME

PAGE 54

GAMES FOR CUB SCOUTS

For laughs, ask the Cub Scouts these questions;

1. At what time was Adam born? A little before Eve.
2. What is it that can run and can't walk and has a tongue and can't talk? A wagon.
3. On which side is a pitcher handle? Outside.
4. What is the best bet ever made? Alphabet.
5. What increases in value when it's turned upside down? The figure 6.
6. What is it that can't talk but nevertheless always tells you the truth? A mirror.
7. In what western city is a boy calling his mother and laughing? O-ma-ha.
8. What insect can be found in school? Spelling bee.

GAMES

THINK FAST

PAGE 56

GAMES FOR CUB SCOUTS

Divide into two groups. Ask the following questions and, after each, score a point to the side that gives the correct answer first.

What letter is a beverage?	T
What letter is a bird?	J
What letter is a vegetable?	P
What letter is a question?	Y
What letter is a clue?	Q
What letter is a body of water?	C
What letter is a sheep?	U
What letter is a slang expression?	G
What Letter is a verb of debt?	O

CLOTHESPIN RELAY

PAGE 67

GAMES FOR CUB SCOUTS

Seat the teams in rows of chairs. Give the first player of each team five clothespins. At the signal, the first player attaches a clothespin to the end of each finger of the second player's left hand. When all five pins are on, the second player takes the pins off one at a time and puts them on the fingers of the third player's left hand. This continues until the last player has the five pins on his hand. The team finishing first wins.

BANANA RELAY

PAGE 68

GAMES FOR CUB SCOUTS

Line up the boys in two equal groups, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

BALLOON RACE

PAGE 5

GAMES FOR CUB SCOUTS

Give each player a piece of cardboard to use as a fan. On signal, have them fan their balloons toward a box or barrel and try to land them inside. The first player to get his balloon in the goal wins. (No hands--just fans!)

WATER-DRINKING RELAY

PAGE 71

GAMES FOR CUB SCOUTS

Give each team member a cup of water. On signal, the first in each line feeds the second his cup of water with a spoon. Then the second player feeds the next Cub Scout and so on. The first team to consume its water wins.

## GAMES

### BACK-TO-BACK BALLOON BURSTING PAGE 4

### GAMES FOR CUB SCOUTS

Pick teams of two parents of Cub Scouts from each den. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.

### ADJECTIVES

### PAGE 212

### 75THEJUBILEE POW WOW BOOK

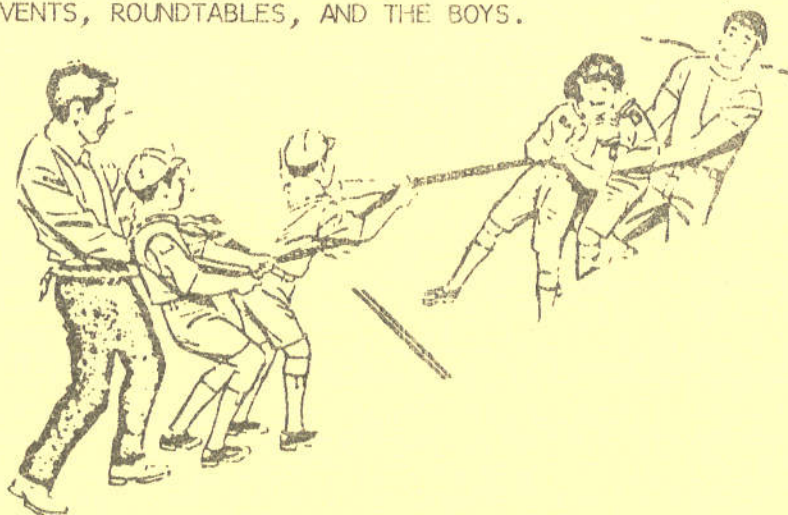
Teams of equal numbers sit in circle about the room. The leader chooses a letter of the alphabet and asks one of the circle to state an adjective beginning with that letter, before the count of 10, which would describe a Cub or Scout.

The same problem is given to the next circle, and so on, until one circle is stumped by the letter. The unfortunate team scores a minus point, and the leader starts a new letter. Once it has been accepted, no adjective can be given again. Team with least amounts of minus points wins.

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THE 75TH JUBILEE POW WOW BOOK IS ALSO KNOWN AS THE 1985 TRI-DISTRICT POW WOW BOOK. THE "GAMES FOR CUB SCOUTS" BOOK IS NOW PART OF THE CUB SCOUT LEADER'S "HOW-TO" BOOK.

USE YOUR RESOURCES FOR GAMES: THE CUB SCOUT LEADER'S "HOW-TO" BOOK, THE "PROGRAM HELPS" MAGAZINE, SCOUTING MAGAZINE, BOY'S LIFE MAGAZINE, OTHER LEADERS, TRAINING EVENTS, ROUNDTABLES, AND THE BOYS.



## COOPERATIVE AND NON-COMPETITIVE GAMES

In a world where competition seems to be foremost, children need some games and activities where they cooperate with each other to accomplish a task and where "winning" and "losing" are not a part of the game.

There are many resources for such games and activities. Check out your local library and book stores. Some of the best that I've found are the following:

*Follow Me, A Handbook of Movement Activities for Children*, by Marianne Torbert. Prentice Hall Press, New York. Published in 1987. \$6.95.

This book is available at the Rock River Valley Council of Girl Scouts in Rockford for less than \$4.00.

*Sharing Nature with Children and Sharing the Joy of Nature*, both by Joseph Cornell. Both are available through National Supply Division of the Boy Scouts of America.

Catalog numbers are #3530 - \$6.95 and #3531 - \$9.95

*The New Games Book and More New Games!*, by Andrew Fluegelman. Dolphin Books/Doubleday & Company, Inc. 1976 and 1981 respectively

*New Games for the Whole Family* by Dale N. LeFevre. Perigee Books, published by The Putnam Publishing Group, N.Y., 1988

In cooperative and non-competitive games, there aren't as many "rules", but more directions on possibilities. One of the many attractions of the games and activities from these books is that you can change the "rules" to fit your group. In many cases, teams are loosely put together so that there doesn't have to be the same number of players on each team.

These games and activities help build a child's self-esteem and confidence. No one is left out. No one "loses". Everyone is encouraged to play fair.

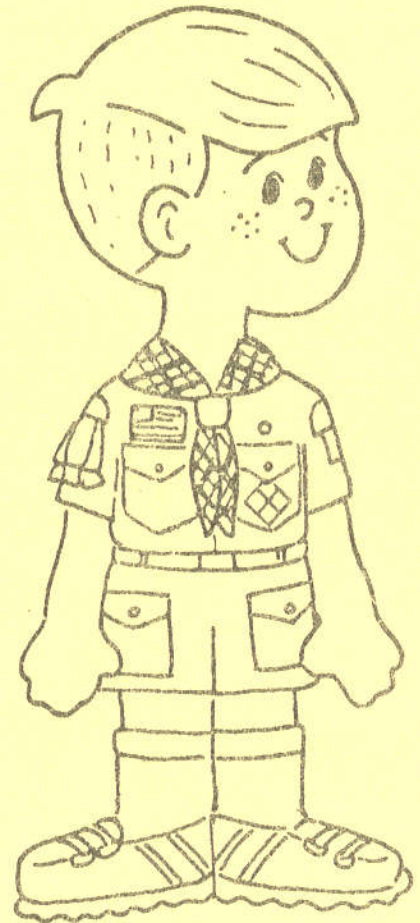
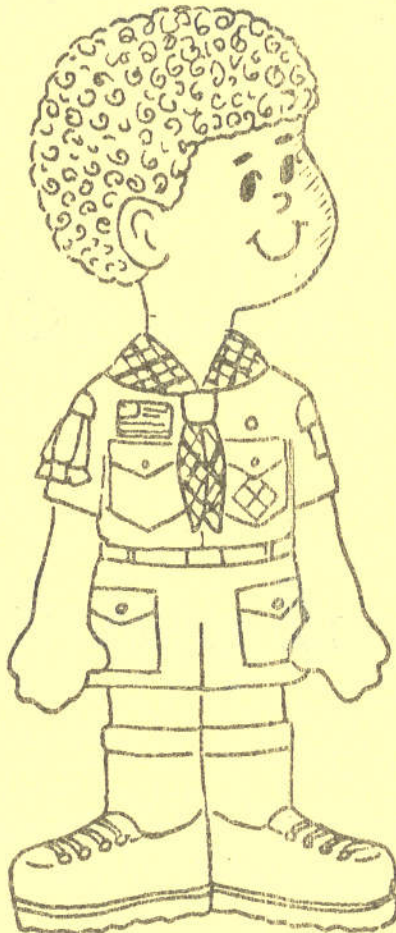
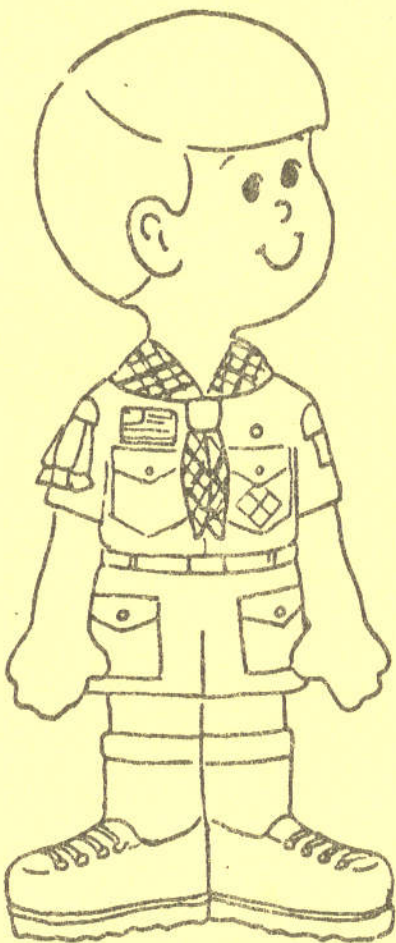
The play equipment in these games and activities is minimal. And most of the equipment is home-made from "stuff" found around the house. When you make a "ball" from newspaper stuffed into a plastic bag and taped, everyone is at an equal disadvantage in throwing it!

Another plus in these activities is that age and/or size is very relative because strength or speed is not important. These are activities the whole family and the whole pack can enjoy together.

Mary Anne Rounds



# SONGS



Create the kind of self

you will be happy

to live with

all your life.

## THINGS TO DO WITH SONGS

- \* Divide into separate groups to sing separately or when pointed to.
- \* Add motions to fit the words.
- \* Vary singing with humming, whispering, whistling or clapping.
- \* Leave words out and clap hands in that space. (example BINGO)
- \* Use musical or rhythm instruments.

## HINTS

- \* If a song is long or new, words should be printed on a blackboard or large poster board in BIG letters for all to see. Mimeographed sheets are nice but interfere with action songs.
- \* Be ready with a couple of songs at a moments notice - it can save a meeting or gathering.
- \* Don't get in a rut. Use many different kinds of songs. Such as: Accumulative songs, Action songs, Closing songs, Cub Scouting songs, Fun songs, Greeting songs, Marching songs, Novelty songs, Patriotic songs, Rounds, and Special Occasion songs.





SINGING IS FUN. YOU DON'T NEED TO  
BE A PROFESSIONAL SINGER OR AN  
ORCHESTRA LEADER TO LEAD CUB SCOUT  
SINGING SUCCESSFULLY. HERE ARE  
SOME TIPS.

**SONG LEADING**

- \* Smile. Relax. Show ENTHUSIASM. Appear to be confident whether you actually feel that way or not.
- \* Be prepared. Select songs in advance and be sure that you know them well enough to teach with confidence.
- \* Always introduce the name of the song. You may want to sing it through once.
- \* Start with a familiar song so everyone can sing out confidently.
- \* Give the pitch by humming or singing a few bars yourself (if it's wrong - don't hesitate to stop and start again). If someone in the pack plays an instrument, have them play a few bars.
- \* Be sure to be in a key that is easy for everyone.
- \* State "READY" and SING. In order to keep everyone together use up - and - down arm motions to fit the beat of the words. Don't worry if everyone does not start on the first note, they'll join in later.
- \* Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
- \* Don't stand in one spot. Move around to create some pep and personality.
- \* Never go on long enough that people ask you to stop. Leave them wanting more.

**WHY SING**

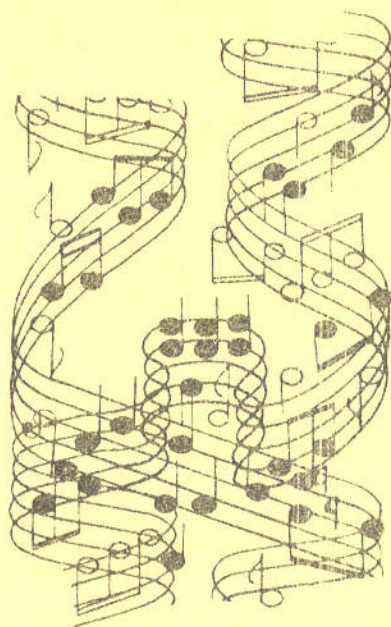
- \* It's FUN!
- \* Singing takes energy and boys have lots of energy.
- \* It presents a variety in meetings.
- \* It enhances the monthly theme and can set a mood.
- \* A song can bring a group together.

In the beginning there was music. Well maybe not in the first big seven, but probably only a few days later. Music has been around for as long as man can remember. It has always had a significant place in our lives. It certainly has had it's place in history. Where was Nero during the burning of Rome? Playing his fiddle of course. We know that the American natives used music in nearly all ceremonies. Their chants and drum playing are of great interest to our Scouts.

Music is so much a part of our lives we tend to take it for granted. More than likely, it is not even noticed at all. How many times do we become so intrigued with a movie that we are unaware of the musical soundtrack? It creates moods and reactions in us that are so subtle we are completely unaware that we are being affected at all.

Music is a Great Communicator. Babies certainly do not understand much of our language at their point of life, but look how often a mother will successfully lull her child to sleep. If you were to go to a foreign country you may not understand their language, but you would still be able to enjoy their music. Although lyrics are indeed an intrical part of a song, not all songs need to be sung to be understood.

Music can be enjoyed at many levels and in numerable ways. Types, styles, and cultural influences are as varied as are the people who listen to music and their perceptions of it.



# ABRAHAM, MARTIN AND JOHN

Words and Music by  
DICK HOLLER

Rubato

Piano introduction in rubato style, featuring a treble and bass clef with a piano (p) dynamic marking.

Medium rock beat

Main musical score for the song, including vocal lines and piano accompaniment. The tempo is marked "Medium rock beat".

Has An - y - bod - y

here seen my old friend

(1. A - bra - ham, }  
2. John, \_\_\_\_\_ }  
3. Mar - tin, \_\_\_\_\_ }

Can you

tell me where he's gone? \_\_\_\_\_

He freed a lot - ta

Chord diagrams are provided for Am, Gm7, Bb, F, Gm7, C6, C7, and Dm.

B3-4473-4

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Am Gm7 Bb Am E/A Gm7

peo - ple, but it seems the good die young — But I just looked a -

C Gm7 1.2. F sus F

round and he's gone. \_\_\_\_\_

Gm7 C7 F 3. F sus

Has gone. \_\_\_\_\_

F Bb Am7 Gm7 Bb

Did-n't you love — the things they —

Am7                      Bb                      Am7                      Gm7                      Bb

stood for?                      Did-n't they try \_\_\_\_\_ to find some

Gm7                      Bb                      F

good                      for you and me?                      And

Cm7                      Eb                      Bb                      Am

we'll be free.                      Some - day

Gm7                      C                      C7                      F                      Am

soon it's gon-na be one day. Has an - y - bod - y here seen my

Gm7 Bb F Gm7

old friend Bob - by, Can you tell me where he's

C6 C7 Dm Am

gone? I thought I saw him walk - in' up

Gm7 Am Gm7 C6 C7

o - ver the hill with A - bra - ham Mar - tin and

Dm F

John.

Repeat and fade.

## SHE'LL BE COMIN' ROUND THE MOUNTAIN

She'll be comin' round the mountain, when she comes "toot toot"  
(pull an imaginary train whistle)  
She'll be comin' round the mountain, when she comes "toot toot"  
She'll be comin' round the mountain,  
She'll be comin' round the mountain,  
She'll be comin' round the mountain,  
when she comes "toot toot"

She'll be driven' six white horses, when she comes "whoa back!"  
(pull back reins)  
She'll be driven' six white horses, when she comes "whoa back!"  
She'll be driven' six white horses  
She'll be driven' six white horses  
She'll be driven' six white horses,  
when she comes "whoa back!, toot toot"  
(do the actions)

...And we'll all go out to meet her, when she comes "Hi Babe"  
(wave hand)

...We'll kill the old red rooster, when she comes "chop, chop"  
(chopping motions)

...We'll all have chicken and dumplin's, when she comes "yum, yum"  
(rub tummy)

...She'll be wearin' red pajamas, when she comes "scratch,  
scratch"  
(scratch)

...She'll have to sleep with Grandma, when she comes, "move over"  
(make pushing motions)

...We'll have a great big party, when she comes "Yahoo!"  
(swing arm over head as for a lasso)

(For the last line of each verse, perform the actions for that  
verse and all preceding ones. The last verse will include  
"Yahoo, move over, scratch, scratch, yum yum, chop, chop, hi  
babe, whoa back, toot toot!")

NOVEMBER - HEROES IN BOOKS

NOAH'S ARK

CHORUS:

Rise and shine and give God the glory, glory.  
Rise and shine and give God the glory, glory.  
Rise and shine and give God the glory, glory.  
Children of the Lord.

God said to Noah, there's goin' be a floody, floody.  
God said to Noah, there's goin' be a floody, floody.  
Get those animals out of the muddy, muddy.  
Children of the Lord.

CHORUS

Noah he built him, he built him an arky, arky.  
Noah he built him, he built him an arky, arky.  
Built it out of hickory barky, barky.  
Children of the Lord.

CHORUS

The animals they come on, they came on by twozees, twozees.  
The animals they come on, they came on by twozees, twozees.  
Elephants and kangaroozees, roozees.  
Children of the Lord.

CHORUS

It rained it poured for 40 dayszees, dayszees.  
It rained it poured for 40 dayszees, dayszees.  
Almost drove those animals crazees, crazees.  
Children of the Lord.

CHORUS

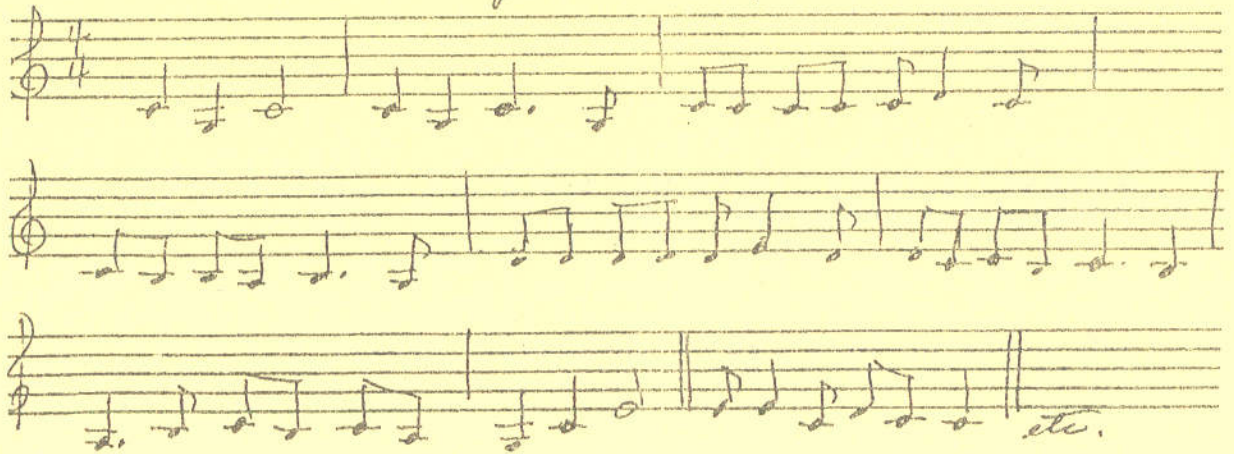
The animals they came off, they came off by threezees, threezees.  
The animals they came off, they came off by threezees, threezees.  
Elephants and kangareezees, reezees.  
Children of the Lord.

CHORUS





## Boy Scout Camp



### BOY SCOUT CAMP

Boy Scout camp, Boy Scout camp  
The buses that they give you  
They say they're mighty fine  
But when you turn the corner  
They leave the wheels behind

### CHORUS

Oh, I don't want to go to Boy Scout Camp  
Gee mom I wanna go, but they won't let me go,  
Gee mom I wanna go ho-o-me.  
drivers - they look upon you,  
they look like Frankenstein.

donuts - but one rolled off the table  
and killed a friend of mine.

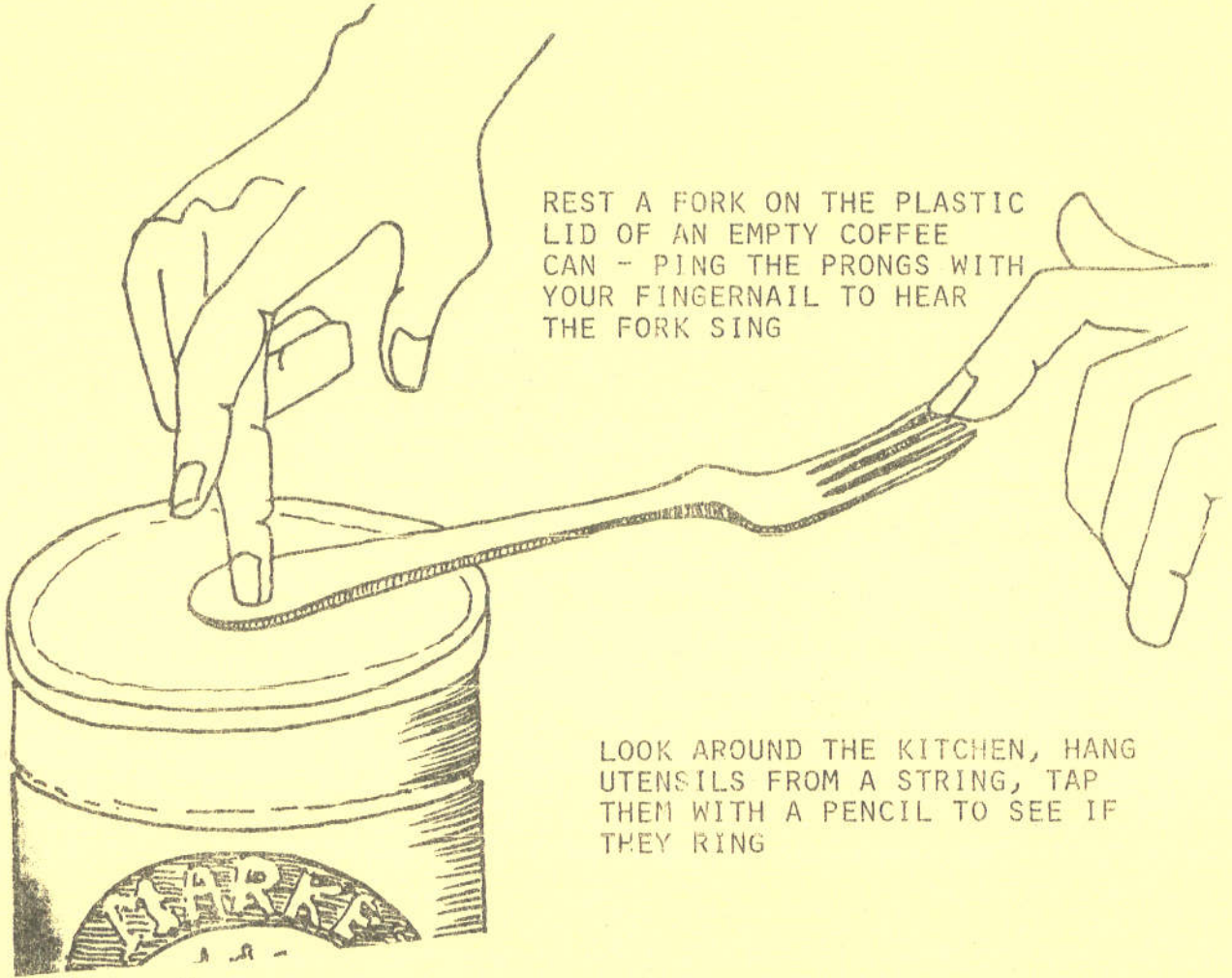
counselors - you ask a question  
they say get back in line!

nurses - my brother got a splinter  
his funeral was at nine.

latrines - you sit upon them  
the bugs, crawl up your behind.

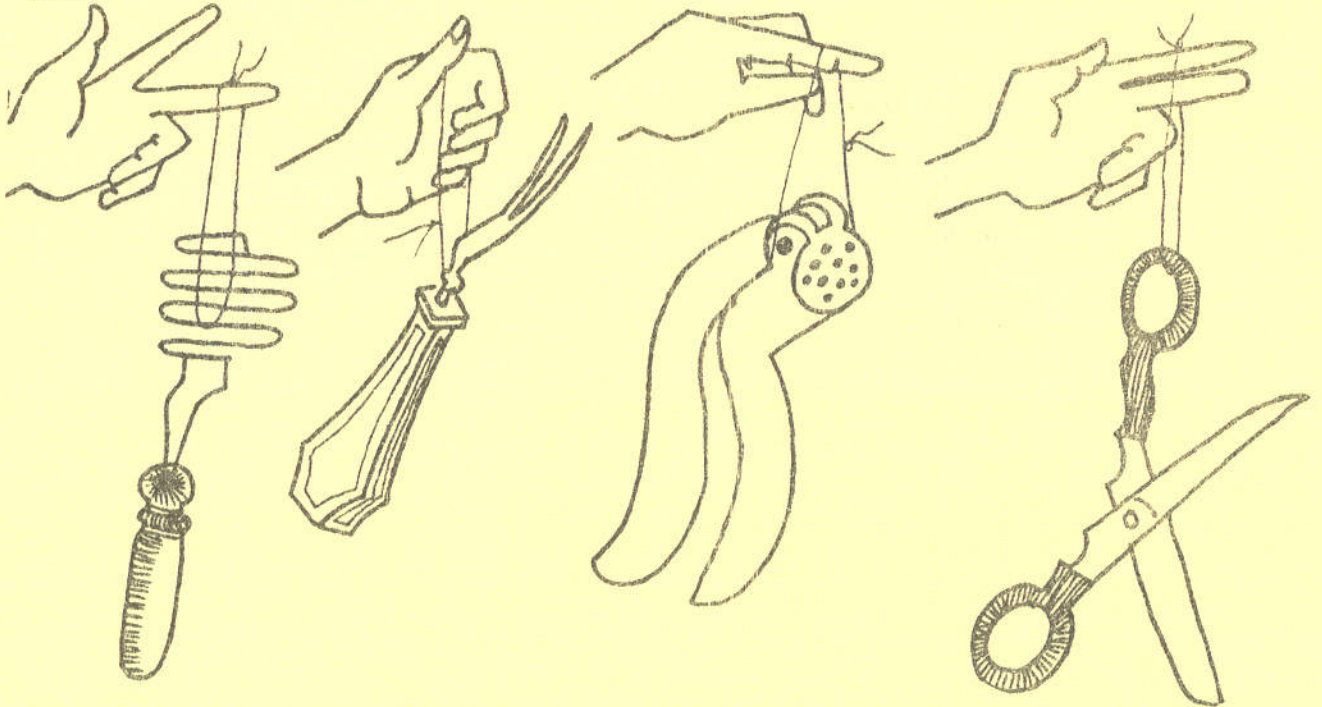


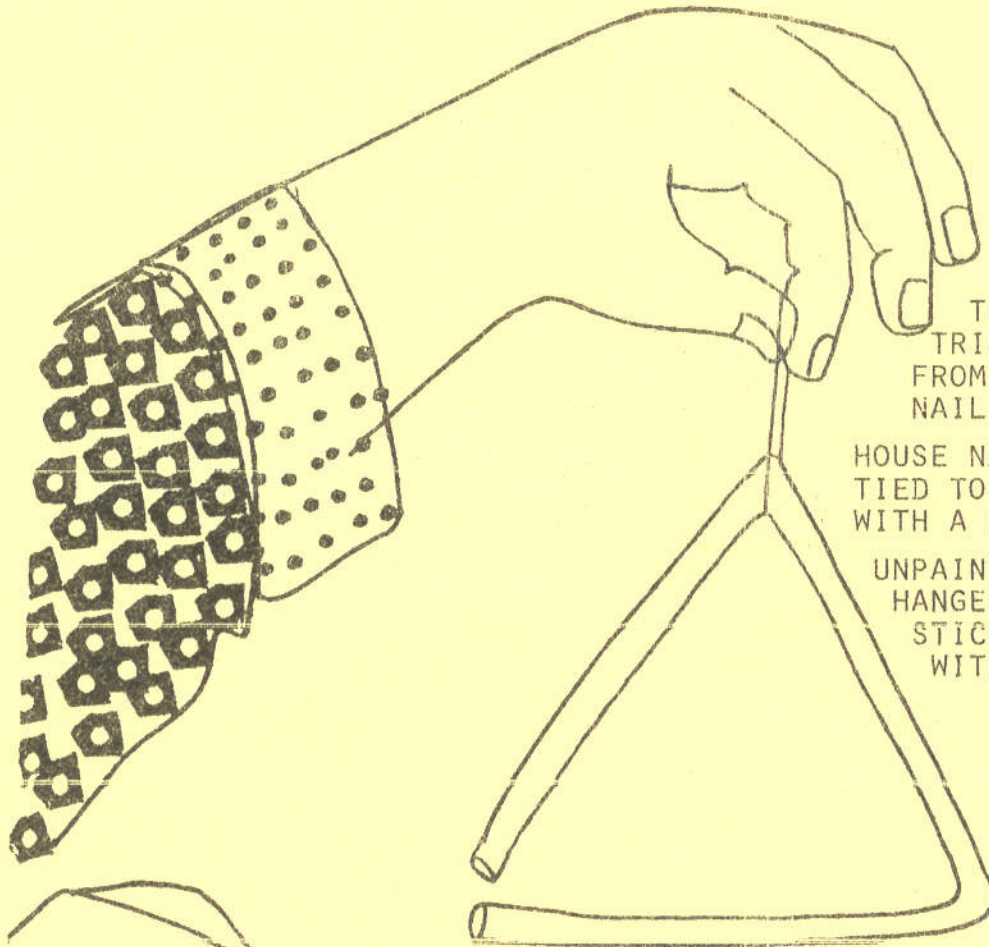
MUSICAL INSTRUMENTS



REST A FORK ON THE PLASTIC LID OF AN EMPTY COFFEE CAN - PING THE PRONGS WITH YOUR FINGERNAIL TO HEAR THE FORK SING

LOOK AROUND THE KITCHEN, HANG UTENSILS FROM A STRING, TAP THEM WITH A PENCIL TO SEE IF THEY RING

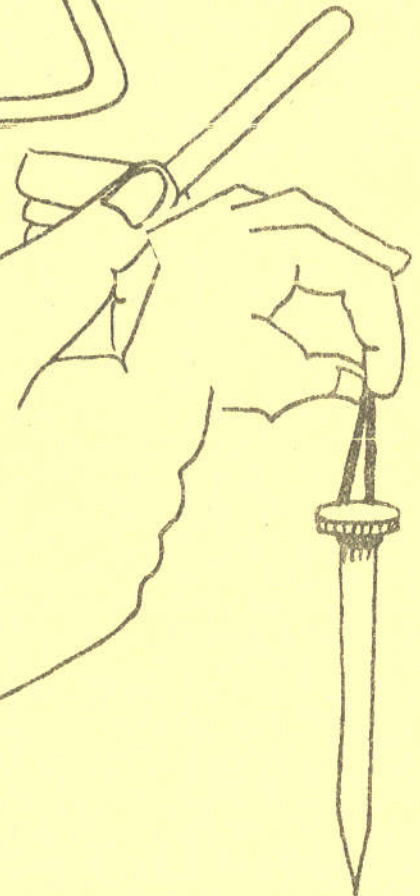
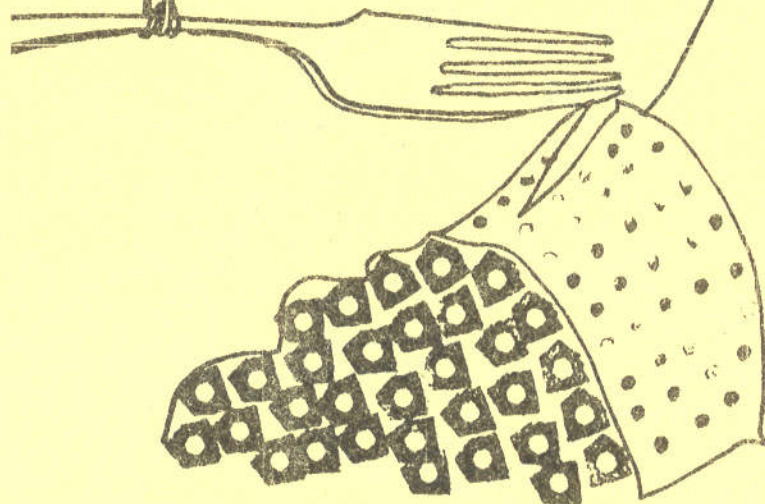


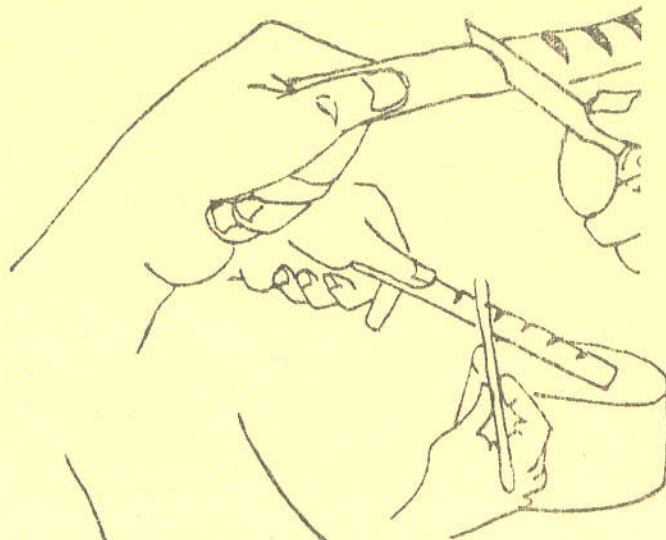


THE SOUND OF A TRIANGLE CAN BE HAD FROM A FORK, OR A NAIL, OR BENT STEEL.

HOUSE NAILS CHIME WHEN TIED TOGETHER AND STRUCK WITH A NAIL.

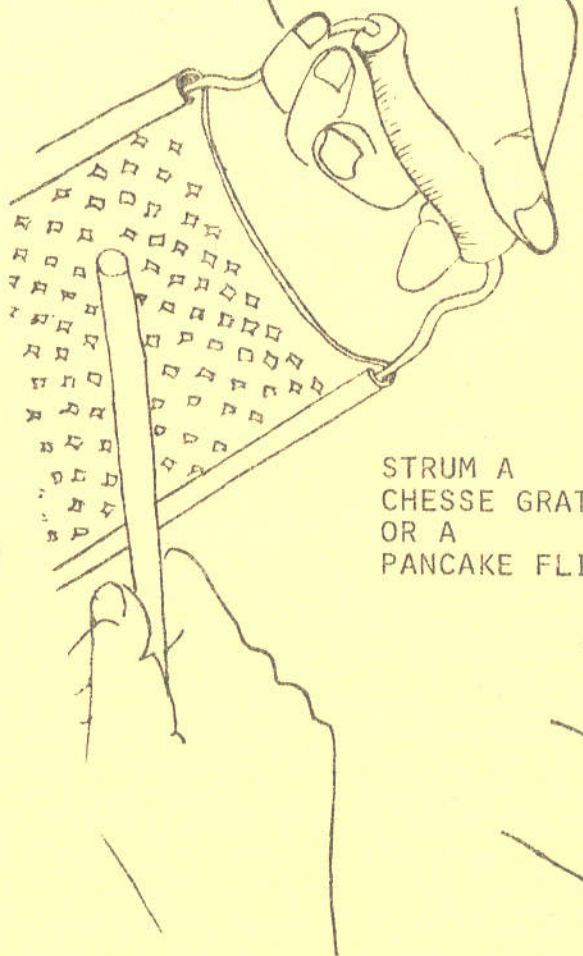
UNPAINTED METAL COAT HANGERS HANGING FROM A STICK SING WHEN STRUCK WITH A NAIL.



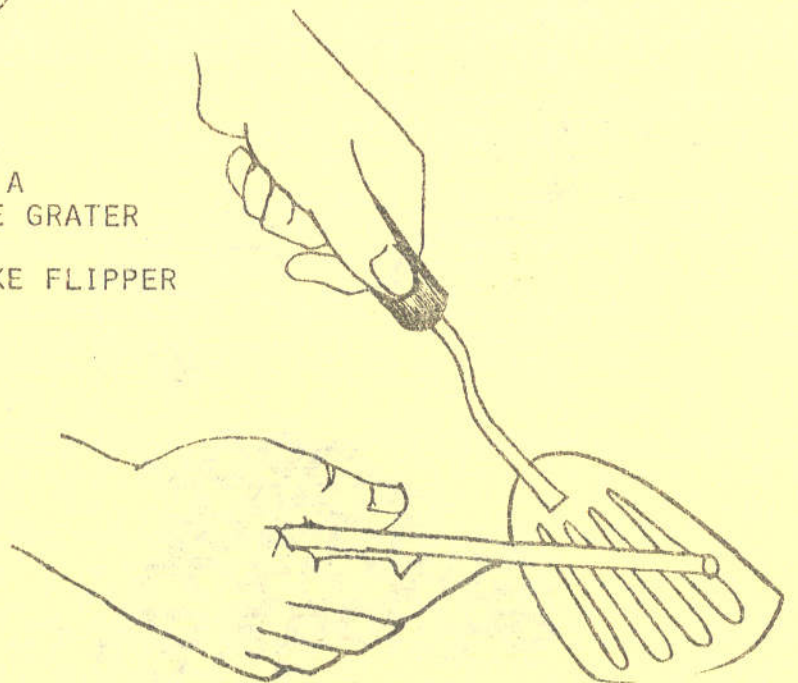


NOTCH A TWIG  
AND SCRAPE IT  
WITH A STICK

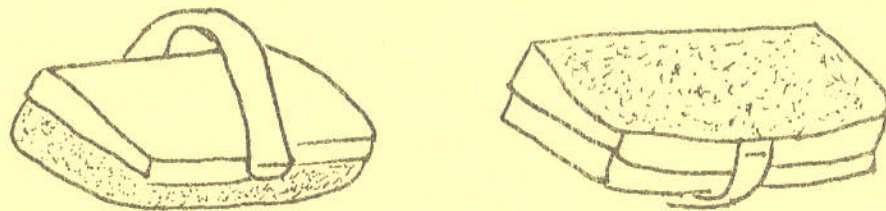
USE A BOX, A BOWL,  
OR A POT FOR A  
SOUNDING BOARD



STRUM A  
CHESSE GRATER  
OR A  
PANCAKE FLIPPER



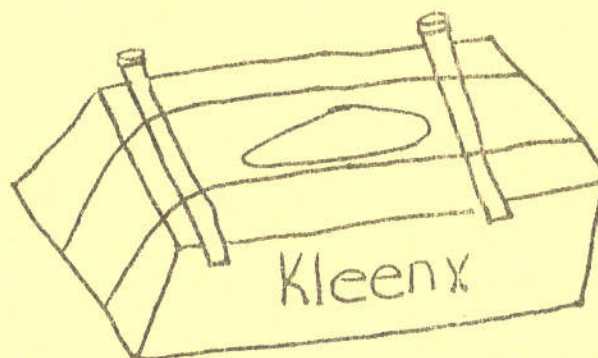
SAND BLOCKS - TACK SANDPAPER ON WOODEN BLOCKS THEN TACK ON TAPE OR RIBBON AS HAND HOLDERS



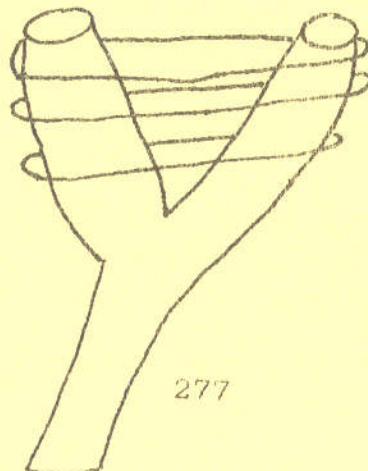
SHAKERS - TAKE ANY TYPE OF EMPTY CONTAINER AND FILL WITH RICE, BEANS, PEAS, SAND, ETC.

BALLOONS MAKE GOOD SHAKERS

RUBBERBANDS SING ACROSS A FIRM BOX WHEN RAISED UP BY PENCILS

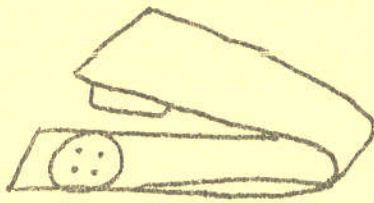


MAKE A LYRE: TAKE A Y BRANCH AND STRETCH AT LEAST THREE RUBBERBANDS.

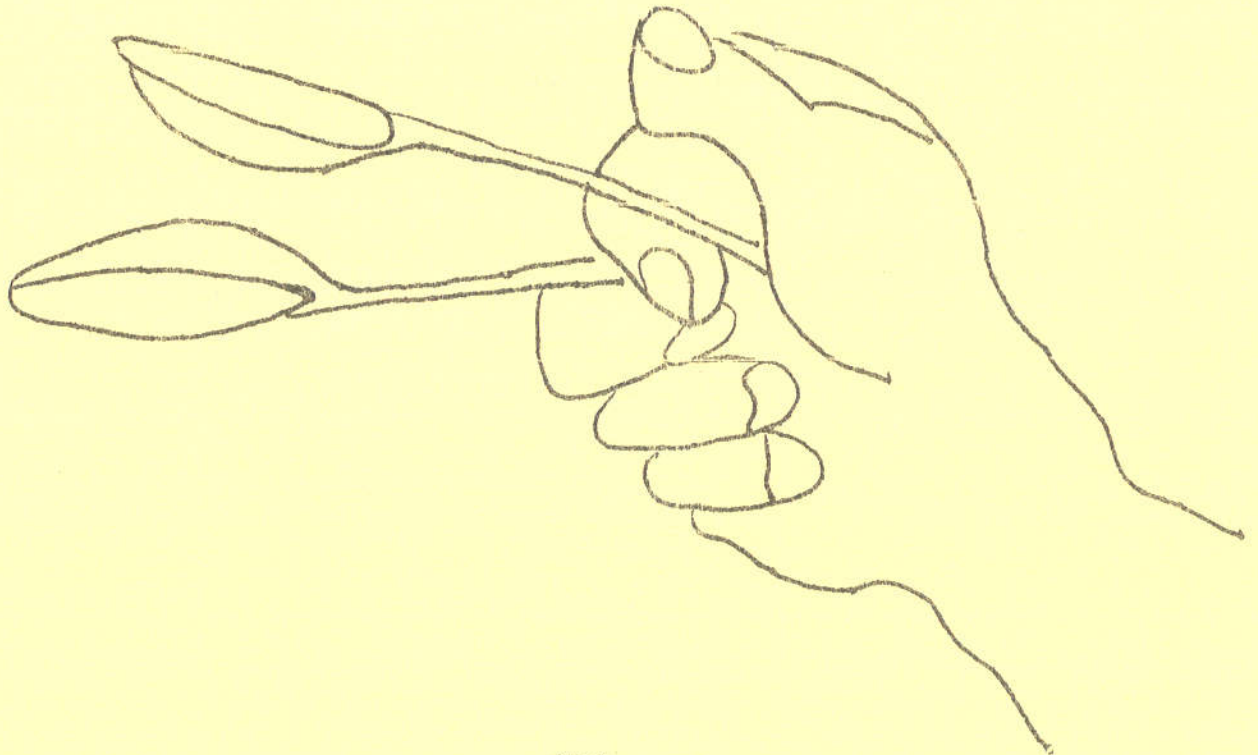


CLAPPERS - BUTTONS GLUED ONTO A STRIP OF  
CARDBOARD

- BUTTON CASTANETS



- SPOONS WOOD OR METAL, CLAPPED  
TOGETHER MAKE A GOOD HOLLOW SOUND



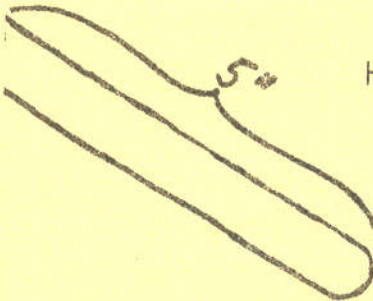
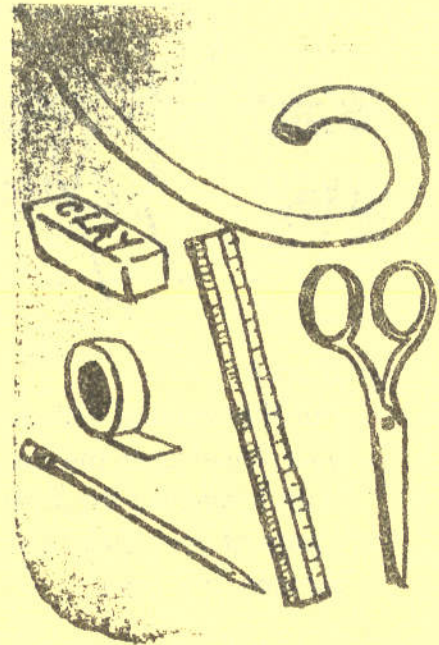
## Making Panpipes

Panpipes are the easiest kind of flute to make and tune. To make panpipes you will need:

- 1 Rubber shower hose, sold at a hardware store or a five-and-ten.
- 2 Modeling clay.
- 3 Masking tape.

Here are the tools you will need:

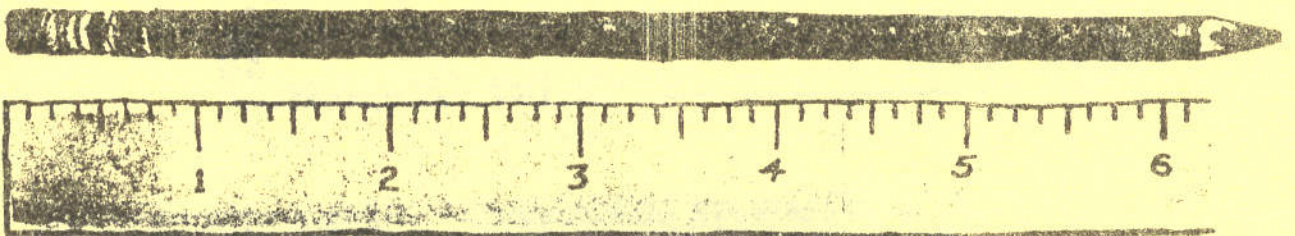
Ruler Scissors Pencil



Here is what you do.

### Step 1

With your scissors, cut off a piece of hose 5 inches long. If the hose has too much curve, straighten it by soaking it in hot water.



### Step 2

Measure on your pencil to 4 inches from the eraser end. Mark this with another pencil or crayon.



PANPIPES

### Step 3

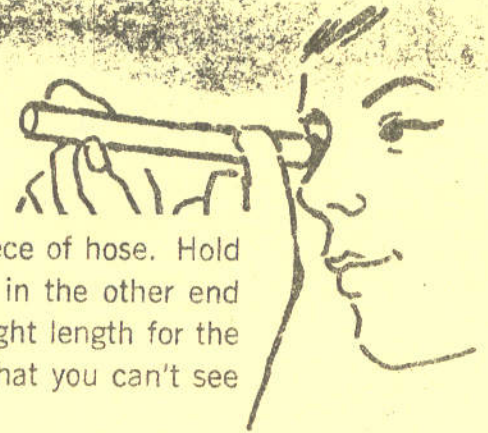
Next, take a piece of clay about the size of a marble and roll it into a cylinder shape about an inch long.



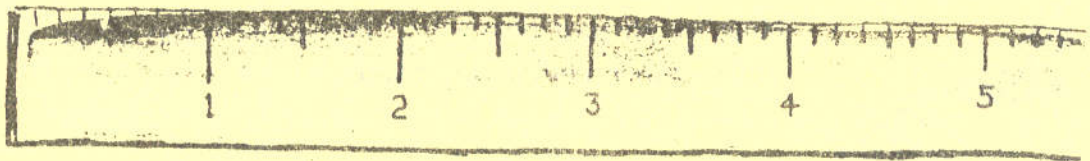


#### Step 4

Put the piece of clay into one end of the 5-inch piece of hose. Hold your finger over the clay. Put your marked pencil in the other end until it reaches the 4-inch mark. This will be the right length for the inside of your pipe. The clay should fit tightly so that you can't see through the pipe.



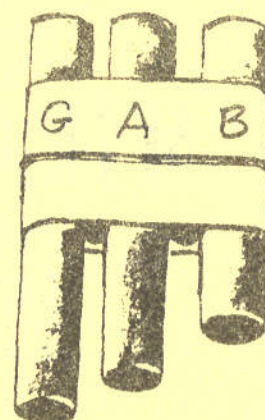
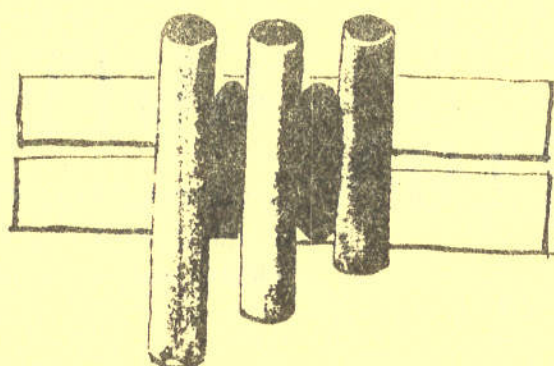
If there is too much clay, push it out with the pencil. If there is not enough, take out the pencil and drop in little pieces of clay. When the outside is just the length of your marked pencil, the pipe will give you a certain sound or pitch when you blow it. This pitch is named G in the musical world.



#### Step 5

Now you are ready to make the next pipe which will give you the sound (pitch) A. You make it as you made the other pipe. First cut  $4\frac{1}{2}$  inches of hose. Mark the pencil at  $3\frac{1}{2}$  inches for the inside of this pipe.

For the third pipe, cut your hose to  $3\frac{3}{4}$  inches and mark your pencil at  $3\frac{1}{8}$  inches for the inside of the pipe. This will give you the sound (pitch) B.



### Step 6

Now put the pipes together. Place a little wad of clay between the pipes and then wrap them with tape. You have your own blowing instrument that gives you three different sounds. Mark each pipe with its pitch.


It may take a little time to learn to blow your panpipes. Here is a way to help you learn. Hold the pipes so that the shortest one is on your right. Press the open end of the shortest pipe against the top of your lower lip. Blow across the pipe. This is like blowing across the top of a bottle. Keep trying until you get a sound. Then blow the other two pipes.

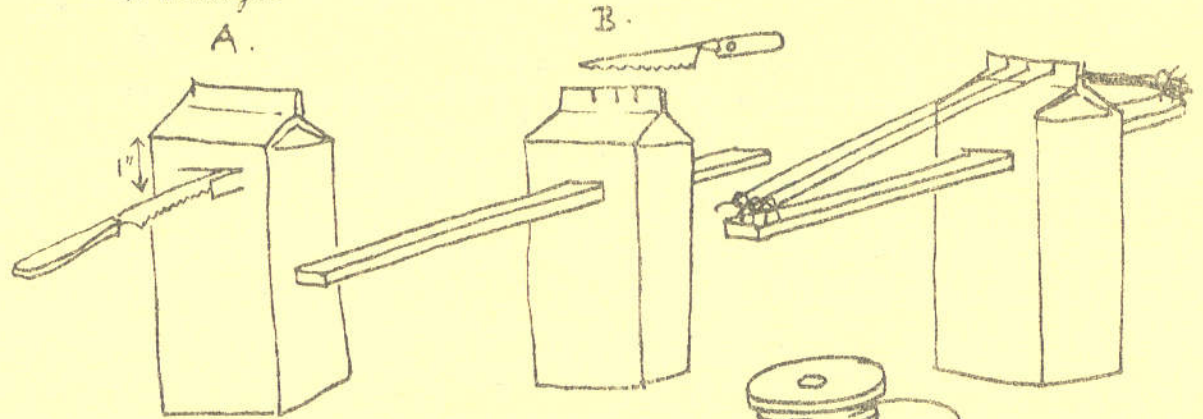
Blow a loud sound. Blow a soft sound. Blow the highest sound and the lowest sound. Blow your name on the pipes.



# MILK CARTON GUITAR

all you need is a yardstick,  
a milk carton, six screw eyes,  
a knife, and some fishing line.

 If you cut this shape it will hold the stick tighter when you poke it through.

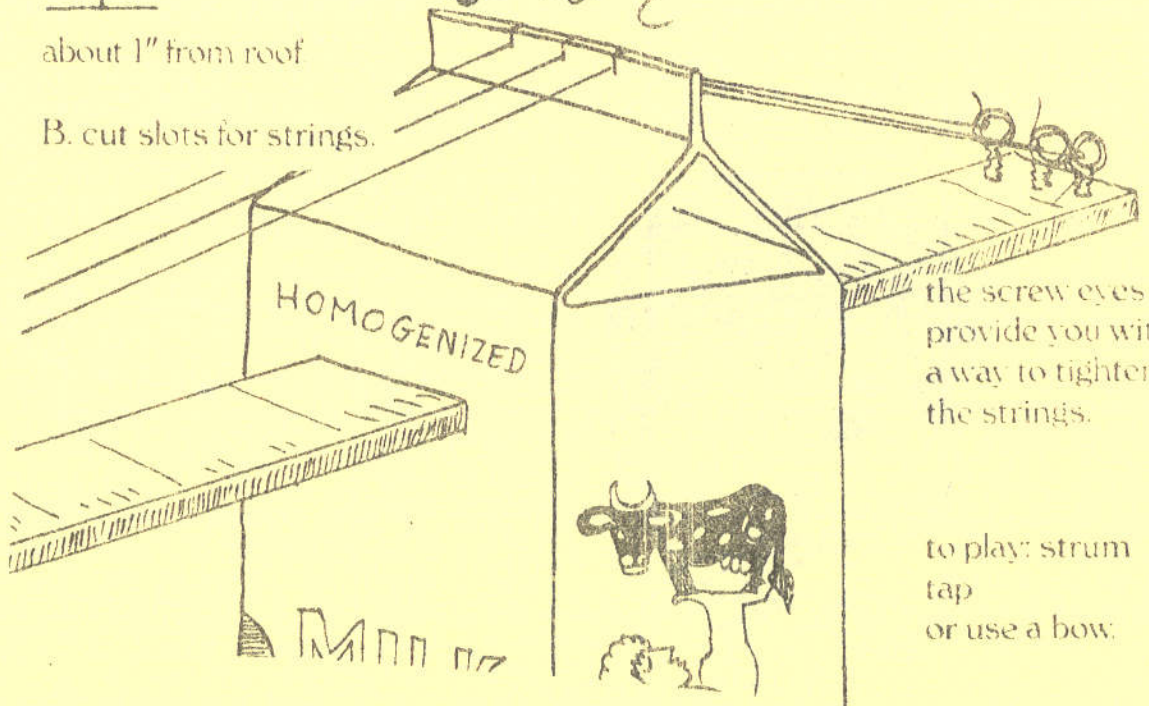


A. cut the hole



about 1" from roof

B. cut slots for strings.



the screw eyes provide you with a way to tighten the strings.

to play: strum tap or use a bow.

GAMES

NON-COMPETITIVE  
GAMES



Learn laughter from little children

by thinking their thoughts,

dreaming their dreams

and playing their games.

```

GGGGGGG      A      MM      MM      EEEEEEE  SSSSSS
GG      G      A A      MM M M MM      EE      SS S
GG      AA AA      MM M MM      EE      SS
GG  GGGG  AAAAA  MM M MM      EEEEE  SSSSSS
GG  GG  AA AA  MM      MM      EE      S
GG  GG  AA AA  MM      MM      EE      S  SS
GGGGGGG  AA AA  MM      MM      EEEEEEE  SSSSSS

```

No one knows when man first started to play games. We can assume the caveman had some sort of activity we would call a game, to distract him and his family from their perilous existence. Ancient races used games as a teaching method for young men, to learn how to shoot, wield a sword, throw a spear, or to become nimble on their feet, which might save their life. Even nature has the young of animals play, which develops their muscles and senses and skills necessary to stay alive in the world.

Games are an integral part of Scouting's program because they are an important teaching method. Games are educational, fun, a learning experience, a way of developing muscles, mental concentration, sportsmanship, agility, fair play, and a release valve for pent-up, bursting energy.

Games might be defined as a combination of physical and mental contests played for enjoyment according to set rules. In Cub Scouting, games are the sunny side of life... they are used as an educational playway to help Cub Scouts grow and develop physically and mentally, to wait their turn and fair play; it also helps to develop leadership.

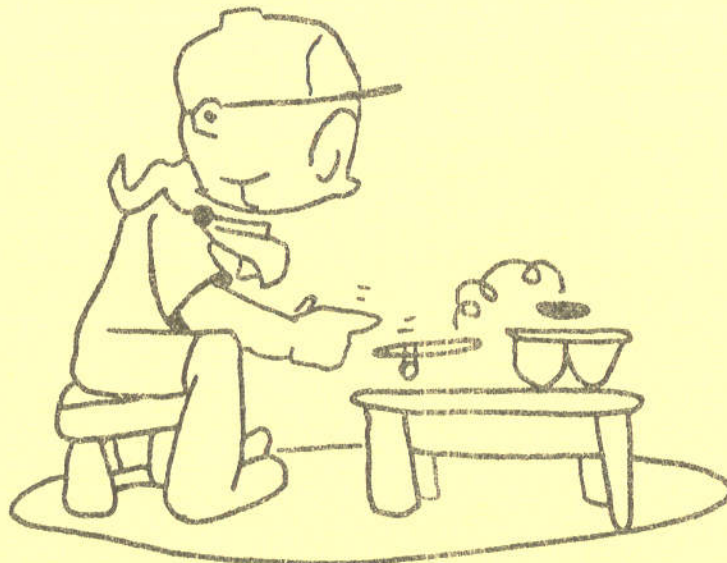
There are many different categories of games:

1. Physical - outdoors:  
baseball, swimming, tennis, kickball,  
soccer, football, tag, distance throw,  
relays, toss games, circle games.
2. Physical - indoors:  
balloon games, feather and spoon  
games, peanut games.
3. Quiet - outdoors:  
hiking games, observation, and  
tracking games.

4. Quiet - indoors:  
Sentence Pass, card games, tricks,  
and many more.
5. Skill-improving games:  
knot tying, ring toss, bean bag  
toss, uniform inspection.
6. Special games:  
Theme related games, snow games,  
and water games.
7. Building games:  
Hi-Q boards, battery operated games,  
ring toss games.

Remember the age and the ability of today's boys and plan the games that way. A few simple rules to follow when playing games are:

- be sure to have sufficient room to play the game;  
remove all hazards
- not all outdoor games can be played indoors
- make sure you have enough players for the game
- let everyone have a turn
- make sure everyone understands the rules of the game
- alternate between fast and slow games so everyone  
can catch a breath
- remember the first rule of Scouting is "K.I.S.M.I.F."  
(keep it simple, make it fun)



## GAMES

### NAME CARDS

NO REFERENCE

This game could be used as a gathering game. Put names of different things on 3 x 5 cards such as: birds, animals, tv stars, people (deceased or alive), objects (Eifel Tower, Statue of Liberty, Golden Gate Bridge and so on). Have each player place this card, without looking at it, on his forehead and go around and ask questions on who or what he is and when he guesses it he can get another card and continue playing for as long as you want them to do so.

### FIND THE LEADER

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GAMES FOR CUB SCOUTS

Have the Cub Scouts seated in a circle. Select one to act as "it" and have him leave the room. The Cub Scouts choose a leader. "It" is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. "It" keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes "it".

### STIR THE SOUP

NO REFERENCE

Everyone is seated in a circle with one person being "it". The person being "it" they have a staff of some kind. That person is in the center of the chairs and then everyone gets up and starts to circle the person with the staff say "Stir the Soup, Stir the Soup-Stir the Soup", and when the person with the staff taps it on the floor three times they run for one of the chairs that have been vacated and the one who does not get to a chair they become the person in the middle.

Just like musical chairs.

### BLOWBALL

PAGE 62

GAMES FOR CUB SCOUTS

Seat the Cub Scouts at a table that is small enough to place them close together. Put a Ping-pong ball in the center of the table. On signal, the Cub Scouts, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls on the floor, return it to the center of the table and continue the game.

### BOTTLE CLOTHESPIN

PAGE 62

GAMES FOR CUB SCOUTS

Place a milk bottle upright on the floor. Give each participant in turn 10 clothespins and have him stand over the bottle. By holding the pins at eye level, he tries to drop them one at a time into the bottle. Keep score on the number of pins each Cub Scout drops into the bottle.



## GAMES

### ALPHABET ROTATION

PAGE 219

75TH JUBILEE POW WOW BOOK

Players sit in a circle. One boy begins by naming a geographical location (city, state, country). The next player to the right names another location which begins with the last letter of the previous word. For example, first player says "California"; next player says "Aberdeen".

### NECKTIE RELAY

PAGE 223

75TH JUBILEE POW WOW BOOK

The players are in relay formation. The first player in each line is given a necktie. When the whistle blows, he turns and proceeds to tie the necktie around the neck of the next player. As soon as it is tied, that player unties it and ties it around the neck of the next player, etc.

### NAME & TELL

PAGE 14

GAMES FOR CUB SCOUTS

Form a circle and have the first boy name an object beginning with the letter A and tell one thing about it. The next boy should name a B object and tell something about it. And so on, around the circle and through the alphabet. Examples: A is for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

### WHAT ANIMAL AM I?

PAGE 16

GAMES FOR CUB SCOUTS

Arrange the Cub Scouts in a circle and have one leave the room while they decide what animal he is. When he returns, he asks leading questions such as "Do I have long ears? Do I have a tail?, Am I Large?.. If he doesn't guess after seven questions, he pays a forfeit and joins the circle. Choose another boy to find out what animal he is.

### QUIZ GAME

PAGE 54

GAMES FOR CUB SCOUTS

For laughs, ask the Cub Scouts these questions;

1. At what time was Adam born? A little before Eve.
2. What is it that can run and can't walk and has a tongue and can't talk? A wagon.
3. On which side is a pitcher handle? Outside.
4. What is the best bet ever made? Alphabet.
5. What increases in value when it's turned upside down? The figure 6.
6. What is it that can't talk but nevertheless always tells you the truth? A mirror.
7. In what western city is a boy calling his mother and laughing? O-ma-ha.
8. What insect can be found in school? Spelling bee.

GAMES

THINK FAST

PAGE 56

GAMES FOR CUB SCOUTS

Divide into two groups. Ask the following questions and, after each, score a point to the side that gives the correct answer first.

What letter is a beverage?	T
What letter is a bird?	J
What letter is a vegetable?	P
What letter is a question?	Y
What letter is a clue?	Q
What letter is a body of water?	C
What letter is a sheep?	U
What letter is a slang expression?	G
What letter is a verb of debt?	O

CLOTHESPIN RELAY

PAGE 67

GAMES FOR CUB SCOUTS

Seat the teams in rows of chairs. Give the first player of each team five clothespins. At the signal, the first player attaches a clothespin to the end of each finger of the second player's left hand. When all five pins are on, the second player takes the pins off one at a time and puts them on the fingers of the third player's left hand. This continues until the last player has the five pins on his hand. The team finishing first wins.

BANANA RELAY

PAGE 68

GAMES FOR CUB SCOUTS

Line up the boys in two equal groups, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

BALLOON RACE

PAGE 5

GAMES FOR CUB SCOUTS

Give each player a piece of cardboard to use as a fan. On signal, have them fan their balloons toward a box or barrel and try to land them inside. The first player to get his balloon in the goal wins. (No hands--just fans!)

WATER-DRINKING RELAY

PAGE 71

GAMES FOR CUB SCOUTS

Give each team member a cup of water. On signal, the first in each line feeds the second his cup of water with a spoon. Then the second player feeds the next Cub Scout and so on. The first team to consume its water wins.

## GAMES

### BACK-TO-BACK BALLOON BURSTING PAGE 4

### GAMES FOR CUB SCOUTS

Pick teams of two parents of Cub Scouts from each den. Have the pairs stand in a line, back to back, with a balloon held between their backs. On signal, they should press together and try to burst the balloon. If the balloon falls before breaking, they drop out. The first team to pop its balloon wins.

### ADJECTIVES

### PAGE 212

### 75THEJUBILEE POW WOW BOOK

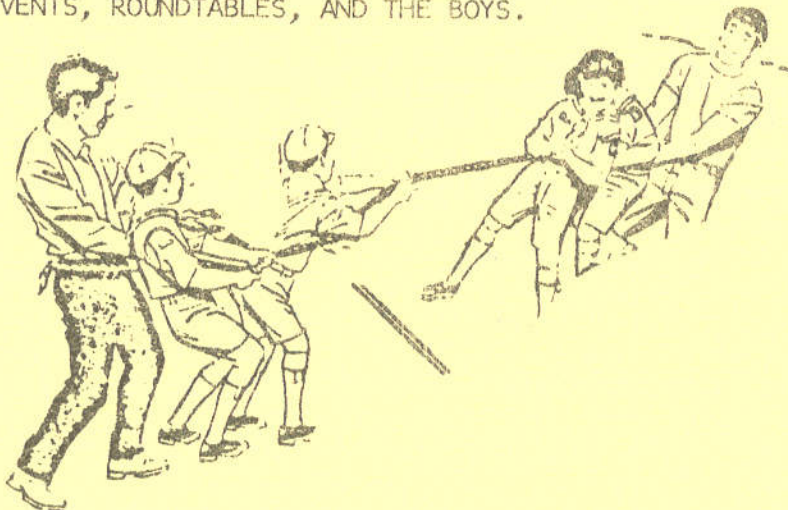
Teams of equal numbers sit in circle about the room. The leader chooses a letter of the alphabet and asks one of the circle to state an adjective beginning with that letter, before the count of 10, which would describe a Cub or Scout.

The same problem is given to the next circle, and so on, until one circle is stumped by the letter. The unfortunate team scores a minus point, and the leader starts a new letter. Once it has been accepted, no adjective can be given again. Team with least amounts of minus points wins.

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THE 75TH JUBILEE POW WOW BOOK IS ALSO KNOWN AS THE 1985 TRI-DISTRICT POW WOW BOOK. THE "GAMES FOR CUB SCOUTS" BOOK IS NOW PART OF THE CUB SCOUT LEADER'S "HOW-TO" BOOK.

USE YOUR RESOURCES FOR GAMES: THE CUB SCOUT LEADER'S "HOW-TO" BOOK, THE "PROGRAM HELPS" MAGAZINE, SCOUTING MAGAZINE, BOY'S LIFE MAGAZINE, OTHER LEADERS, TRAINING EVENTS, ROUNDTABLES, AND THE BOYS.



## COOPERATIVE AND NON-COMPETITIVE GAMES

In a world where competition seems to be foremost, children need some games and activities where they cooperate with each other to accomplish a task and where "winning" and "losing" are not a part of the game.

There are many resources for such games and activities. Check out your local library and book stores. Some of the best that I've found are the following:

*Follow Me, A Handbook of Movement Activities for Children*, by Marianne Torbert. Prentice Hall Press, New York. Published in 1987. \$6.95.

This book is available at the Rock River Valley Council of Girl Scouts in Rockford for less than \$4.00.

*Sharing Nature with Children and Sharing the Joy of Nature*, both by Joseph Cornell. Both are available through National Supply Division of the Boy Scouts of America.

Catalog numbers are #3530 - \$6.95 and #3531 - \$9.95

*The New Games Book and More New Games!*, by Andrew Fluegelman. Dolphin Books/Doubleday & Company, Inc. 1976 and 1981 respectively

*New Games for the Whole Family* by Dale N. LeFevre. Perigee Books, published by The Putnam Publishing Group, N.Y., 1988

In cooperative and non-competitive games, there aren't as many "rules", but more directions on possibilities. One of the many attractions of the games and activities from these books is that you can change the "rules" to fit your group. In many cases, teams are loosely put together so that there doesn't have to be the same number of players on each team.

These games and activities help build a child's self-esteem and confidence. No one is left out. No one "loses". Everyone is encouraged to play fair.

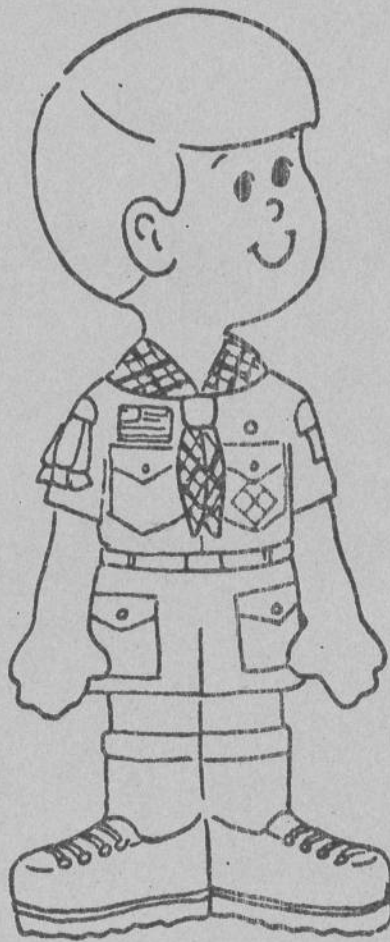
The play equipment in these games and activities is minimal. And most of the equipment is home-made from "stuff" found around the house. When you make a "ball" from newspaper stuffed into a plastic bag and taped, everyone is at an equal disadvantage in throwing it!

Another plus in these activities is that age and/or size is very relative because strength or speed is not important. These are activities the whole family and the whole pack can enjoy together.

Mary Anne Rounds



# **Webelos and**



# **Webelos-to-Scout Transition**

The mark of an effective Cub Scouter

is to see something in a

mudd puddle besides mudd.

PACK  
WEBELOS ACHIEVEMENT RECORD

NAME \_\_\_\_\_

Physical-Aquanaut (31)

1. Swim 100 feet \_\_\_\_\_
2. Float-1 min. \_\_\_\_\_
- DO THREE:
3. Surface dive \_\_\_\_\_
4. Snorkel 50 ft \_\_\_\_\_
5. 3 Rescue method \_\_\_\_\_
6. Rules of safety \_\_\_\_\_
7. Part. Recog. \_\_\_\_\_

Mental-Artist (47)

- DO FIVE:
1. Draw orig. picture \_\_\_\_\_
  2. Pri/second colors \_\_\_\_\_
  3. Make six designs \_\_\_\_\_
  4. Fam. member profile \_\_\_\_\_
  5. Sculpture object \_\_\_\_\_
  6. Make construction \_\_\_\_\_

Physical-Athlete (65)

1. Exp phys. healthy \_\_\_\_\_
2. Phy Fitness pin \_\_\_\_\_
- DO FIVE:
3. Bent-knee sit-ups \_\_\_\_\_
4. Pullups \_\_\_\_\_
5. Push-ups \_\_\_\_\_
6. Standing long jump \_\_\_\_\_
7. Vertical jump \_\_\_\_\_
8. 50 yard dash \_\_\_\_\_
9. 600 yard run \_\_\_\_\_

Community-Citizen (83)

1. President name \_\_\_\_\_
2. \*Describe flag \_\_\_\_\_
3. \*Respect flag \_\_\_\_\_
4. \*Pledge of Alleg. \_\_\_\_\_
5. \*National Anthem \_\_\_\_\_
6. \*Rights of Citizen \_\_\_\_\_
7. \*Help Law agencies \_\_\_\_\_
- DO TWO:
8. \*Comm. Leader \_\_\_\_\_
9. \*Story abt pres. \_\_\_\_\_
10. Tell abt other boy \_\_\_\_\_
11. Five good citizens \_\_\_\_\_
12. Why we have laws \_\_\_\_\_
13. Why he have govt. \_\_\_\_\_
14. Country helps other \_\_\_\_\_
15. Org that help people \_\_\_\_\_
16. Special Good Turn \_\_\_\_\_

Community-Communicator (103)

- DO FOUR:
1. Body language game \_\_\_\_\_
  2. Tell den \_\_\_\_\_
  3. Invent sign lang. \_\_\_\_\_
  4. Use signal code \_\_\_\_\_
  5. Telephone/CB \_\_\_\_\_
  6. Den Secret code \_\_\_\_\_
  7. Tell Story \_\_\_\_\_

DO TWO:

8. Visit library \_\_\_\_\_
9. Visit Newsroom \_\_\_\_\_
10. Invite blind \_\_\_\_\_
11. Computer database \_\_\_\_\_
12. Comm. jobs \_\_\_\_\_

Technology-Craftsman (121)

1. Make 2 objects \_\_\_\_\_
2. Cut out 4 things \_\_\_\_\_
3. Safety rules \_\_\_\_\_
- DO ONE:
4. Make out of leather \_\_\_\_\_
5. Four out of plastic \_\_\_\_\_
6. Make display stand \_\_\_\_\_
7. Four out of clay \_\_\_\_\_
8. Four other items \_\_\_\_\_

Technology-Engineer (135)

- DO FIVE:
1. Things engineers do \_\_\_\_\_
  2. Visit const. job \_\_\_\_\_
  3. Measure prop line \_\_\_\_\_
  4. Electricity drawing \_\_\_\_\_
  5. Draw three bridges \_\_\_\_\_
  6. Block & tackle \_\_\_\_\_
  7. Build catapult \_\_\_\_\_
  8. Draw floor plan \_\_\_\_\_

Community-Family Member (147)

1. \*Tell what is family \_\_\_\_\_
2. \*Make job chart \_\_\_\_\_
3. \*Inspect/list hazard \_\_\_\_\_
4. \*List/money spent \_\_\_\_\_
5. \*Garbage disposal \_\_\_\_\_
- DO TWO:
6. Energy-saving plan \_\_\_\_\_
7. \*Tell family fun \_\_\_\_\_
8. Clean home/one month \_\_\_\_\_
9. Wash clothes \_\_\_\_\_
10. Plan meals \_\_\_\_\_
11. Family meetings \_\_\_\_\_

Physical-Fitness (161)

- DO FOUR:
1. Effects of smoking \_\_\_\_\_
  2. Effects of drugs \_\_\_\_\_
  3. Balanced diet \_\_\_\_\_
  4. Effects of alcohol \_\_\_\_\_
  5. Exercise \_\_\_\_\_

Outdoor-Forester (167)

- DO FIVE:
1. Forest Trees \_\_\_\_\_
  2. Forest plants \_\_\_\_\_
  3. History of tree \_\_\_\_\_
  4. Chart/tree growth \_\_\_\_\_
  5. Building houses \_\_\_\_\_
  6. Forest seedlings \_\_\_\_\_
  7. Harm of wildfires \_\_\_\_\_
  8. Map of U.S. \_\_\_\_\_



Outdoor-Geologist (177)

DO FIVE:

- 1. Examples \_\_\_\_\_
- 2. Geologic specimens \_\_\_\_\_
- 3. Mineral Hardness \_\_\_\_\_
- 4. Geologic materials \_\_\_\_\_
- 5. Make drawing \_\_\_\_\_
- 6. Explains/mountains \_\_\_\_\_

Technology-Handyman (195)

DO SIX:

- 1. Wash a car \_\_\_\_\_
- 2. Change a tire \_\_\_\_\_
- 3. Replace bulb \_\_\_\_\_
- 4. Check oil level \_\_\_\_\_
- 5. Repair bicycle \_\_\_\_\_
- 6. Lubricate chain \_\_\_\_\_
- 7. Inflate tires \_\_\_\_\_
- 8. Replace light bulb \_\_\_\_\_
- 9. Household cleaners \_\_\_\_\_
- 10. Build stool \_\_\_\_\_
- 11. Mow a lawn \_\_\_\_\_
- 12. Arrange hand tools \_\_\_\_\_
- 13. Clean hand tools \_\_\_\_\_
- 14. Mark hand tools \_\_\_\_\_

Outdoor-Naturalist (211)

DO FOUR:

- 1. Keep 'insect zoo' \_\_\_\_\_
- 2. Set up aquarium \_\_\_\_\_
- 3. Visit museum \_\_\_\_\_
- 4. Watch for birds \_\_\_\_\_
- 5. Bird flyways \_\_\_\_\_
- 6. Poisonous plants \_\_\_\_\_
- 7. Watch wild animals \_\_\_\_\_

Outdoor-Outdoorsman (231)

DO FIVE:

- 1. Tie knots \_\_\_\_\_
- 2. Pitch tent \_\_\_\_\_
- 3. Webelos overnighiter \_\_\_\_\_
- 4. Family campout \_\_\_\_\_
- 5. Outdoor activity \_\_\_\_\_
- 6. Cook outdoors \_\_\_\_\_
- 7. Outdoor fire safety \_\_\_\_\_
- 8. Visit Boy Scout camp \_\_\_\_\_

Community-Readyman (251)

- 1. Explain first-aid \_\_\_\_\_
- 2. 'how to get help' \_\_\_\_\_
- 3. 'hurry cases' \_\_\_\_\_
- 4. How to treat shock \_\_\_\_\_
- 5. Show first aid \_\_\_\_\_
- 6. Safe swim \_\_\_\_\_

DO TWO:

- 7. Bicycle safety \_\_\_\_\_
- 8. Fire escape plan \_\_\_\_\_
- 9. First aid kit \_\_\_\_\_
- 10. Where accidents \_\_\_\_\_
- 11. Car safety rules \_\_\_\_\_
- 12. First Aid demo \_\_\_\_\_

Mental-Scholar (275)

- 1. Good school record \_\_\_\_\_
- 2. School activity \_\_\_\_\_
- 3. Value of education \_\_\_\_\_
- 4. List imp things \_\_\_\_\_

DO THREE:

- 5. Trace school types \_\_\_\_\_
- 6. School system chart \_\_\_\_\_
- 7. Questions \_\_\_\_\_
- 8. Education jobs \_\_\_\_\_
- 9. Help with schoolwork \_\_\_\_\_

Technology-Scientist (283)

- 1. Bernoulli's principle \_\_\_\_\_
- 2. Pascal's law \_\_\_\_\_
- 3. How inertia works \_\_\_\_\_

DO SIX:

- 4. Atmospheric pressure \_\_\_\_\_
- 5. Air pressure \_\_\_\_\_
- 6. Water/Air pressure \_\_\_\_\_
- 7. Fog \_\_\_\_\_
- 8. Crystals \_\_\_\_\_
- 9. Define balance \_\_\_\_\_
- 10. Eyes work together \_\_\_\_\_
- 11. Optical illusion \_\_\_\_\_
- 12. Eye care \_\_\_\_\_

Mental-Showman (305)

DO ONE:

PUPPETRY-DO FOUR:

- 1. Write puppet play \_\_\_\_\_
- 2. Make fist puppets \_\_\_\_\_
- 3. Build stage \_\_\_\_\_
- 4. Put on a show \_\_\_\_\_
- 5. Paper bag puppets \_\_\_\_\_
- 6. Show diff uses \_\_\_\_\_

OR MUSIC-DO FOUR:

- 1. Play four tunes \_\_\_\_\_
- 2. Sing two songs \_\_\_\_\_
- 3. Collection \_\_\_\_\_
- 4. Folk music \_\_\_\_\_
- 5. American composers \_\_\_\_\_
- 6. Staff/notes \_\_\_\_\_
- 7. Timing differences \_\_\_\_\_

OR DRAMA-DO FOUR:

- 1. Monologue \_\_\_\_\_
- 2. Attend a play \_\_\_\_\_
- 3. Read play \_\_\_\_\_
- 4. Take part in play \_\_\_\_\_
- 5. List stage directions \_\_\_\_\_
- 6. Opera \_\_\_\_\_
- 7. Shakespeare \_\_\_\_\_

Physical-Sportsman (325)

- 1. Show signals \_\_\_\_\_
- 2. Sportsmanship \_\_\_\_\_
- 3. Individual Sports \_\_\_\_\_
- 4. Team Sports \_\_\_\_\_

Mental-Traveler (331)

DO FIVE:

- 1. Map or timetable \_\_\_\_\_
- 2. " Plan a trip \_\_\_\_\_
- 3. Travel costs \_\_\_\_\_
- 4. Take a trip \_\_\_\_\_
- 5. List trips \_\_\_\_\_
- 6. Pack suitcase \_\_\_\_\_
- 7. Check first-aid kit \_\_\_\_\_

WEBELOS ACTIVITY BADGES

NAME \_\_\_\_\_

WRITE THE SCOUT OATH:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

WRITE THE 12 SCOUT LAWS:

A SCOUT IS:

- |          |           |
|----------|-----------|
| 1. _____ | 7. _____  |
| 2. _____ | 8. _____  |
| 3. _____ | 9. _____  |
| 4. _____ | 10. _____ |
| 5. _____ | 11. _____ |
| 6. _____ | 12. _____ |

WRITE THE SCOUT MOTTO:

\_\_\_\_\_

WRITE THE SCOUT SLOGAN:

\_\_\_\_\_

WHICH HAND IS USED TO GIVE THE SCOUT HANDCLASP?

\_\_\_\_\_

NAME 3 OCCASIONS WHEN YOU SHOULD WEAR YOUR SCOUT UNIFORM.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

NAME ONE OCCASION WHEN YOU SHOULD NOT WEAR YOUR SCOUT UNIFORM.

\_\_\_\_\_

## SERVICE PROJECTS

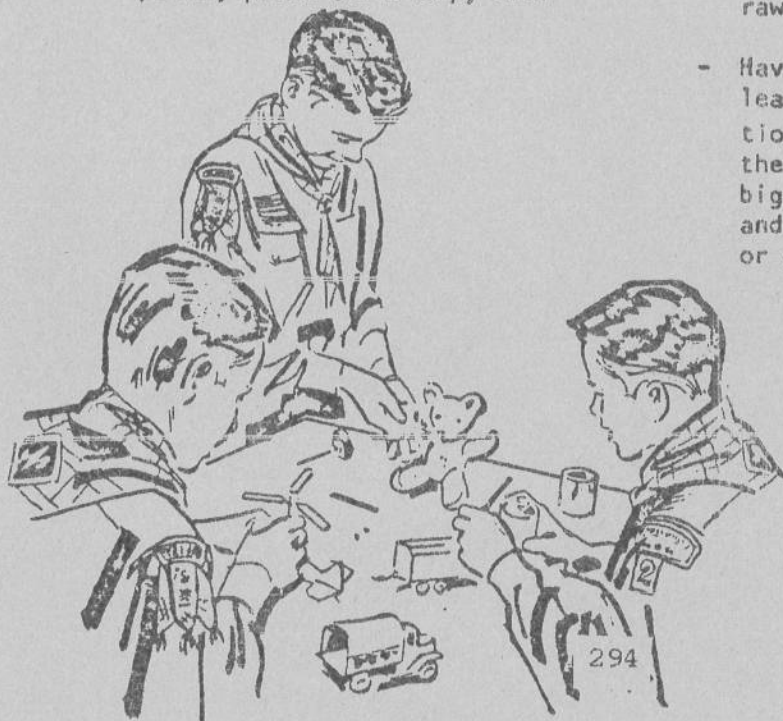
Service, best exemplified by the Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best ways to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves, as well.



Some suggestions are:

- Spring clean up. Adopt a person with a handicap or an elderly person in the neighborhood. Mow the yard, wash windows and screens, run errands. This could be a year-round project including snow clearing, leaf raking,
- Paint and clean-up project at building and grounds of chartered organization. Paint oil drums or heavy fiber drums with metal lids and use as litter containers.
- Adopt a stream. Clean debris and litter from a section of a nearby stream. Or adopt a park. Clean it up; paint benches, make minor repairs, plant shrubbery, etc.
- Take part in a community tree-planting project. Plant trees or shrubs for erosion control or for beautification.
- Start a pack tradition by having an annual tree-planting event by Webelos Scouts to celebrate their 10th birthday.
- Keep neighborhood fire hydrants clear of snow. Shovel snow from driveway of chartered organization or a friend in the neighborhood.
- Collect paper, glass or aluminum for recycling. Explain to boys that recycling of old waste saves energy because it usually takes less energy to recycle than to use raw materials.
- Have a leaf-raking party. Rake leaves for the chartered organization or at the home of a friend in the neighborhood. Rake into one big pile, roll and jump in them, and then put them in plastic bags or on a compost pile.



Service projects related to conservation will help Cub Scouts and Webelos Scouts complete many advancement requirements in Wolf, Bear and Webelos activity badges.

See "Citizenship Through Service" for many more ideas for den and pack service projects.

## WEBELOS AQUANAUT ACTIVITY BADGE

### RESCUE PRACTICE

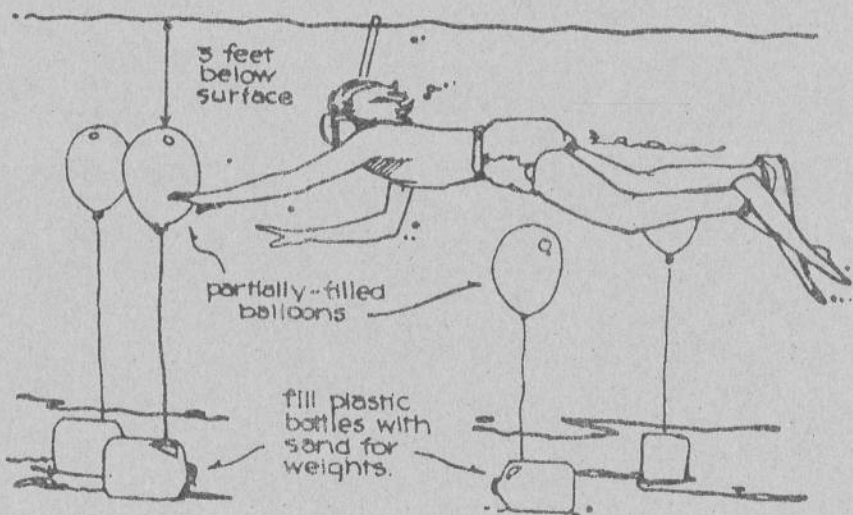
Webelos Scouts practice the "throw" method of water rescue by trying to throw a ring buoy with a 60 foot line into a target area 30 feet from shore or dock. The target area should be about 5 feet wide. If the distance seems too great for your Webelos Scouts to hit, cut it down. The boys must hold the coiled line in one hand as they throw. Score it any way you want.



### SNORKELING

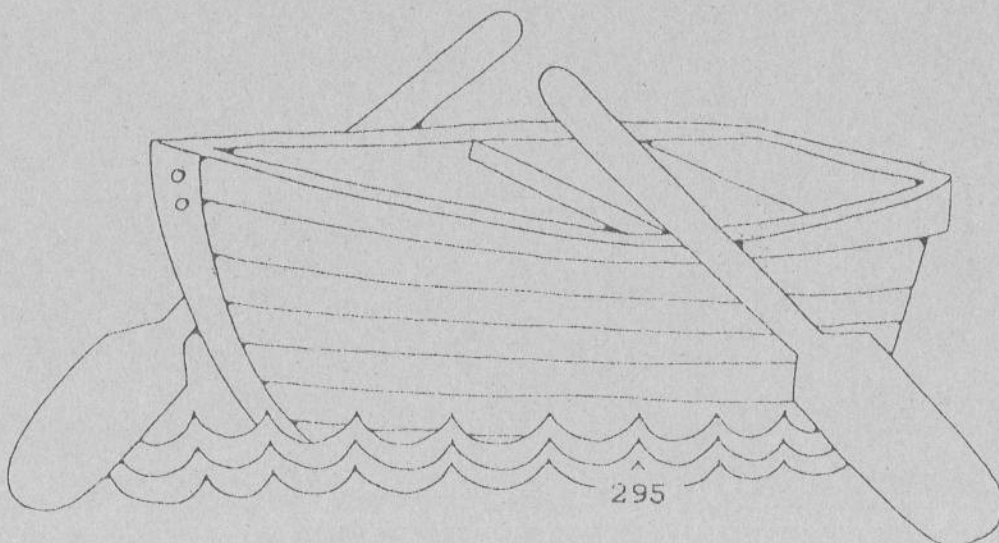
#### COURSE

Anchor balloons in winding course 50 to 100 feet long. Have the boys swim over each balloon.

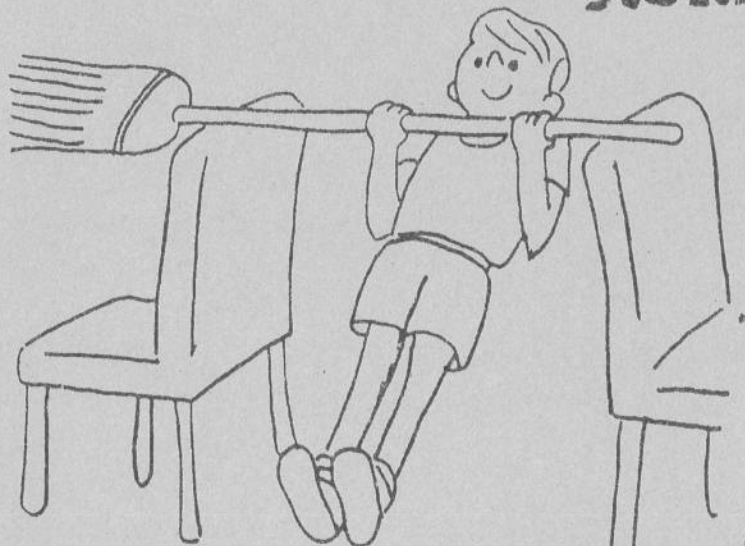


### SMALL BOAT SAFETY CHECKLIST

- Life jackets for each person.
- Step to center of boat when boarding.
- Don't overload it.
- Balance your load.
- Watch for other boats and swimmers.
- Head for shore if weather looks bad.
- Stay with your boat if it tips over.

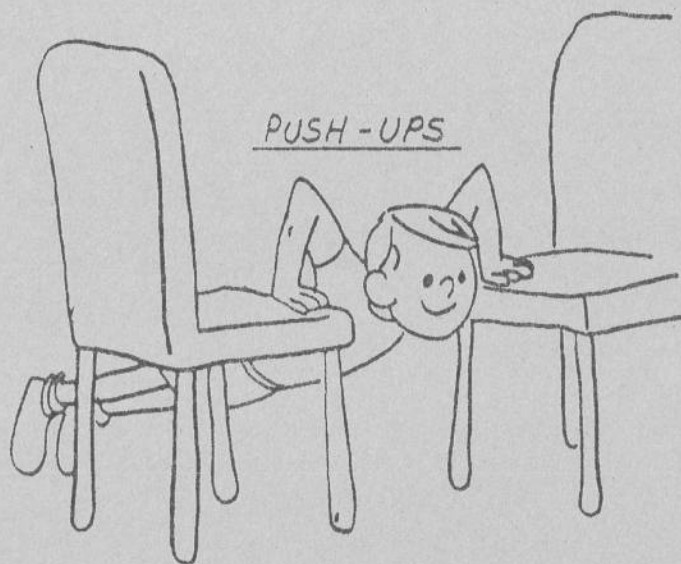
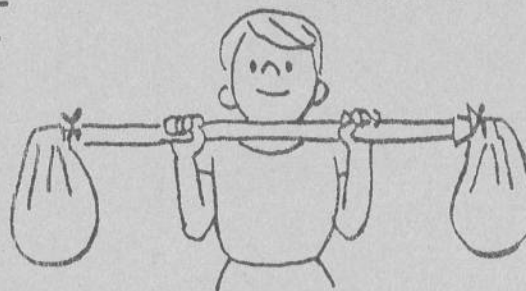


# ATHLETE

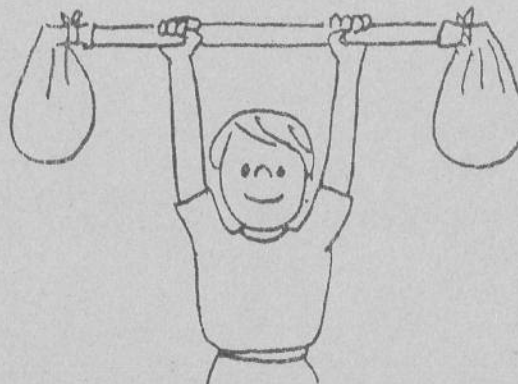


PULL-UPS

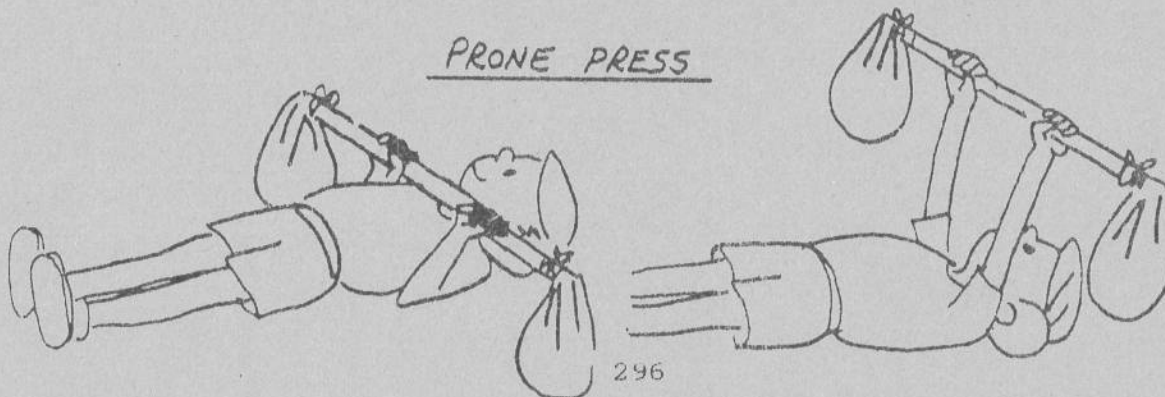
STANDING PRESS



PUSH-UPS



PRONE PRESS



## Webelos - Fitness

Den Leader leads a discussion on the effects of smoking and chewing tobacco. (Cancer clinics and associations have reference material. Or ask your Dr. for information.) Have the boys list five bad effects of smoking and chewing tobacco so they can tell an adult member of their family what they are.

Have a health care professional lead a discussion on the harmful effects of today's "recreational" drugs. (Look to a variety of places for qualified individuals to speak to this subject.) You can use material from "Just say no to Drugs". Have boys tell the effects of drugs on their bodies.

Lead a discussion on the effects of alcohol. Material can be had from the state of drunk driving. Possibly an AA would be able to help you with a speaker.

Lead a discussion of the effects of high sugar and high salt snacks and foods. Cite example of each especially in common foods Scouts eat. Make and eat nutritious snacks. Have boys make posters at home showing nutritious food and balanced diets. Have a discussion on nutritious food and why a balanced diet is important.

This is a good extension of the Athlete Activity Badge. Everyone knows that fitness comes with eating properly and on a regular schedule, exercising each day and a regular amount of sleep each night. A regular routine for meals, exercise and sleep should keep your body functioning properly with a little amount of common sense. Practice three of the physical fitness contest (Cub Scout Leader How To Book pages 2-30 to 2-36). Show exercises that will keep different parts of the body fit. Have boys make a chart showing what exercises they will perform for the next 30 days. Have a place on the chart for an adult member of the family to sign that they have completed the exercises each day.

This could be a family project. Most of us do not do this simply because we over schedule ourselves. We don't leave time for boys to just be boys and families to be families. Learning to limit your activities to those you value most and not try to do everything that comes along.

### WEBELOS BADGE

As soon as you start earning activity badges, you can look forward to getting the Webelos badge. The Webelos rank is the fourth rank in Cub Scouting. To get it you have to earn three activity badges. One of them must be fitness. The other two must be from two different activity badge groups. You have to do some other things, too. Most of them will be covered in den meetings. You have to show reverence toward God and be faithful in your religious duties.

## Webelos Games - Fitness

1. Exercise - Like in "Simon Says", the participants must do as you SAY and NOT AS YOU DO. There are four statements which are used in "Exercise". The Statements and their actions are:

OOOO - Jumping Jack

OWWW - Bend Over

UHHH - Squat

Panting Sound - Fan face with hand

The leader gives a statement and makes a movement. The movement MAY or MAY NOT agree with the sound. The participants MUST make the correct movement regardless of the movement made by the leader. Those participants who make the wrong movement leave the game. The last participant standing is the winner.

2. Athlete's Relay - Organize participant into teams having sufficient members that each team member will be able to participate in one event. This is a RELAY RACE, so no team member except the first can begin until the Cub preceding him touches his hand.

The First cub on each team will run the 50-yard dash.

The Second will broad jump.

The third will run the hurdles.

The fourth will do a high jump (not too high).

The fifth will throw the shot-put (a ball of some type). He must throw it towards the finish line. If he cannot make it in one throw, he must run to the ball again and keep throwing it until he throws it across the finish line.

3. Aerobic Dancing - Invite someone who has done Aerobic Dancing to attend your Den Meeting and lead and instruct the group in the skills of Aerobic Dancing.

4. Warm-up - Walk in place, rolling from the heels to the toes at a faster and faster pace until it becomes running. After one minute, stop, raise arms up from the sides, and inhale, down and exhale, four times. Now do ten jumps, twisting first to the right, then to the left, landing lightly on the toes. Next, starting with arms over-head, turn trunk to the right and touch the right to the sides and twist the trunk right and left ten times. With arms in front and legs together, kick each foot to the hands five times. Finally, with legs wide apart and hands on knees, bend the right knee, twisting the trunk to the right, the alternate to the left, ten times.

5. Toe Exercise - Conditions the feet. Practice walking pigeon-toes with toes curled. Try picking up and carrying small rocks, marbles, or pencils with toes.

6. Neck builder - You need a good bath towel. Pull it hard across the back of your neck. Hold until neck muscles shake. You can also use your hands in place of towel.

# SPORTSMAN QUIZ

## BASKETBALL



A



B



C



D



E



F



A



B

## BASEBALL



A



B



C



D

## BASKETBALL OFFICIALS' SIGNALS

- 1. Holding
- 2. Technical Foul
- 3. Cancel Score
- 4. Illegal Use of Hands
- 5. Time Out-Foul
- 6. Illegal Dribble
- 7. Pushing-Charging
- 8. Traveling

## BASEBALL OFFICIALS' SIGNALS

- 1. Time Out
- 2. Time In
- 3. Out
- 4. Strike
- 5. Safe
- 6. Ball
- 7. Fair Ball - toward  
Foul Ball - away



E



F



G



# SPORTSMAN QUIZ



A



B



C



D



E



F



G



H



I



J



K



L



M



N



O



P



Q

## FOOTBALL OFFICIALS' SIGNALS

- \_\_\_\_\_ 1. Clipping
- \_\_\_\_\_ 2. Offside
- \_\_\_\_\_ 3. Delay of Game
- \_\_\_\_\_ 4. Touchdown or Field Goal
- \_\_\_\_\_ 5. Illegal Motion
- \_\_\_\_\_ 6. First Down
- \_\_\_\_\_ 7. Roughing the Kicker
- \_\_\_\_\_ 8. Illegal Return
- \_\_\_\_\_ 9. Pass Interference
- \_\_\_\_\_ 10. Time Out
- \_\_\_\_\_ 11. Illegal Procedure
- \_\_\_\_\_ 12. Start the Clock
- \_\_\_\_\_ 13. Illegal Shift
- \_\_\_\_\_ 14. Illegal passing or handling ball forward
- \_\_\_\_\_ 15. Illegal Use of Hands (Holding)
- \_\_\_\_\_ 16. Ineligible Receiver Downfield
- \_\_\_\_\_ 17. Incomplete Pass-Penalty Declined-No play-No Score

## PLASTER CRAFT '89

Plaster craft is an old-fashioned craft. Few Den Leaders complete their term of office without having had some experience in plaster pouring. Plaster is especially suitable for neckerchief slides and plaques.

### Type of Plaster-

Plaster of Paris may be used, but casting plaster from a hobby shop or molding plaster (hydro-cal) from a lumber yard is less expensive and stronger.

### Molds for Plaster-

Commercial molds are made from either rubber or plastic. A new mold technique is a product called INSTA-MOLD. This is in powder form.

Insta-Mold can be purchased at Zim's Craft, in Salt Lake City. Another mold idea is a condensed form of clay, (ask a clerk to help) There are several forms of clay. Be sure to read the instructions carefully. This clay can be used many times.

### Mixing Plaster-

A rule of thumb-Do not mix more plaster than you need, as it will harden quickly and cannot be thinned. Discard extra plaster in a disposable container. Never pour it down a sink or dump it near shrubbery. Plaster will clog drains and kill some types of shrubbery.

REMEMBER 2 parts water to 3 parts Plaster. You cannot add water to plaster. You must always add the plaster to the water. Do not stir while adding plaster to water. This will cause the plaster to set much too rapidly.

Begin to add the dry plaster to the water. Do not dump the plaster into the water, but sift it slowly in a small amount at a time. When you have added enough plaster to form a mound, allow the container to sit until the plaster has fully absorbed all of the water. Do not mix. The mixture will not set unless it is agitated.

After the water has been absorbed, mix with spoon until no water is visible. The longer the blend is mixed, the quicker it will set. Too much mixing may cause it to set before you can pour it into the mold.

#### Preparing The Mold-

Molds need to be prepared to prevent sticking and to aid the cast in slipping out easily. Use vegetable oil for all molds except latex. Use a soap solution of 1 cup water to 1 tablespoon liquid detergent for latex molds. Remember to wipe the mold lightly; an excess of oil or soap will cause defects in the cast. Commercial mold releases are also available. It isn't necessary to prepare wax carton molds, since the wax will serve that purpose. \*

#### Pouring Plaster-

To fill small molds, pour plaster immediately and work it into crevices with a toothpick. Fill larger molds about three-quarters full, flex mold with your hand or tap it gently against a table. You may add a couple layers of gauze to strengthen the mold at this point. Then fill to top and tap again to allow air bubbles to rise to surface.

If cast needs a ring, such as for a plaque or neckerchief slide, insert it now. Allow to set before removing it from mold - approximately 15 or 20 minutes for small molds, 1 to 2 hours for large molds.

Remove cast from mold. It should slip out easily. Scrape or sand rough edges. Allow cast to dry completely-a day or more- before painting.

To speed up the hardening process, add a few grains of table salt to dry plaster before mixing or use a commercial hardening product. To slow down normal hardening process, add 1 tablespoon powdered borax to each 8 Tablespoons of dry plaster.

#### Painting Plaster-

Most paint will soak into plaster, so it is best to seal the cast with a commercial spray sealer, gesso, or thinned latex wall paint. After the sealer is dry, any type of paint can be applied - tempera, acrylic, oil, or enamel. Tempera will leave a dull finish unless it is given a final coat of clear shellac or spray varnish.

For an antique finish, paint the object with bluegreen tempera. Allow to dry. Then coat object with dark brown shoe polish and polish with a soft cloth. This will leave an old copper finish.

### IDEAS FOR PLASTER CRAFT

Plaster casts can be made of animal footprints and leaves. Plaster can also be used to make picture frames, neckerchief slides, plaques, and other items.

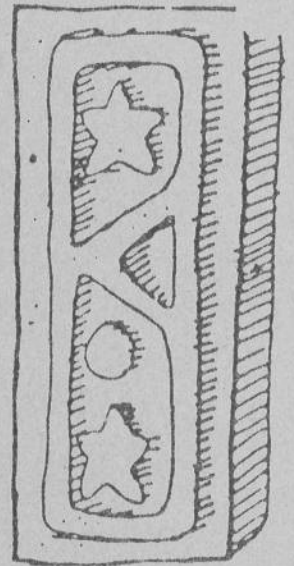
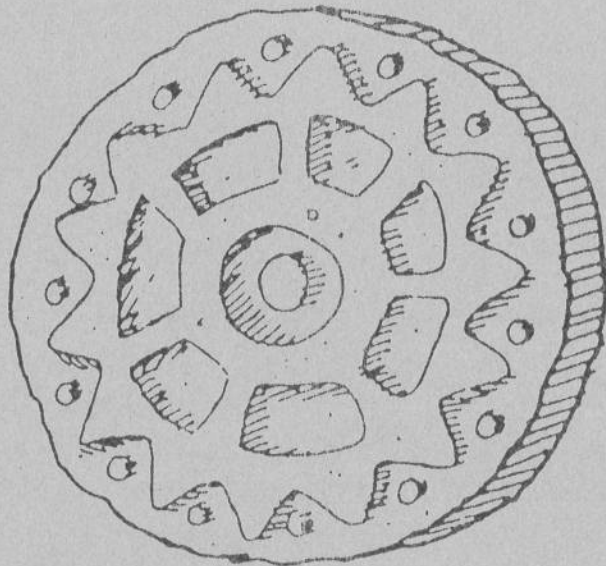
## SAND SCULPTURE

### Materials:

newspaper  
sand  
box or pie tin  
plaster of Paris  
plastic container  
mixing stick or wooden spoon  
paper clip

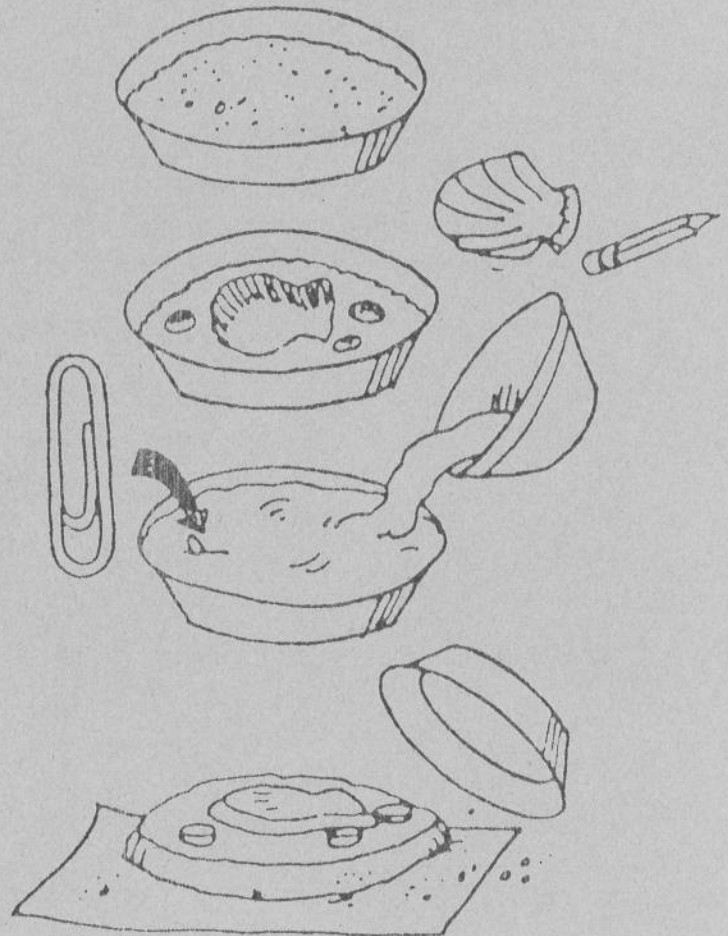
### Optional material:

shells



### Procedure:

1. Cover your work area with newspaper.
2. Put a 1" thick layer of sand into the box or pie tin. Dampen the sand slightly with water.
3. Use pencil, finger, stick, or shells to design interesting shapes in the sand layer by poking them through to the bottom of the sand layer.
4. Mix the plaster of Paris with water according to the directions on the package. Mix with a stick or wooden spoon until the plaster is thick.
5. Pour a 1" thickness of the plaster onto your sand arrangement.
6. Press a paper clip into the upper half of the plaster. Leave half of the paper clip extended so you can hang the sculpture from a nail on the wall when it is dry.
7. After the plaster is dry, carefully turn the pie tin or box upside down to release the mold.
8. Brush off the extra sand, and hang the sculpture on the wall.

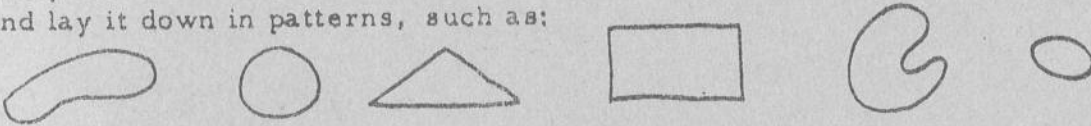


# ARTIST



## DESIGN:

Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns, such as:



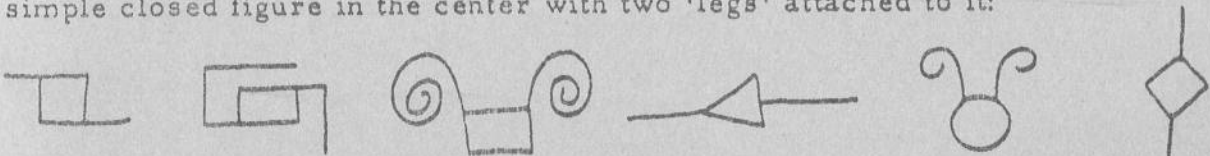
All of these designs are alike in one respect. They have one interior and one exterior.

Your string could also be laid out in these designs:

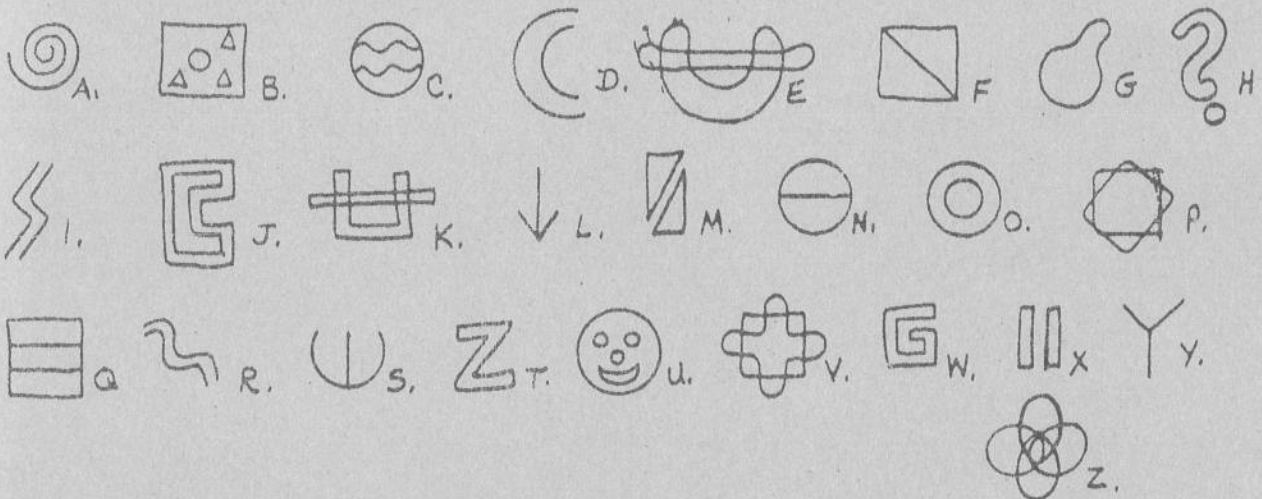


All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is point A.

The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two 'legs' attached to it:



Drawings which are really different versions of the same basic pattern are called "homeomorphic". Below you see 26 different designs which belong to 12 different families. Try to group these designs into "homeomorphic" families.



Answers: Family 1, A. Family 2: B, U. Family 3: C, Q. Family 4: D, I, R.  
 Family 5: E, K. Family 6: F, N. Family 7: G, T, W. Family 8: H, M, X.  
 Family 9: J, O. Family 10: L, S, Y. Family 11: P, V. Family 12: Z